

“Bad Jubies”
1034-205
Network Pitch Board

ate 08/15/14

- ☒ Board Team Final
- ☒ Network Approval Board 08/15/14
- ☐ Record Board
- ☐ Animatic Scan Board
- ☐ Conformed Board
- ☐ Design Board
- ☐ Final Board

Adventure Time Created by
Pendleton Ward

Supervising Director
Kirsten Lepore

Storyboard by
Kirsten Lepore

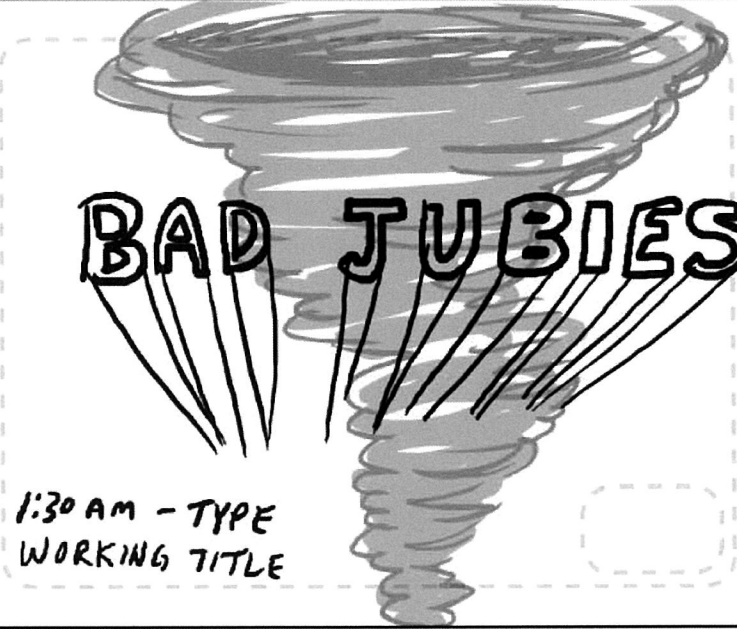
ADVENTURE TIME



Sc. Pnl. Bg. day night

STYLIZED
STOP-MO
AT INTRO

Sc. Pnl. Bg. day night



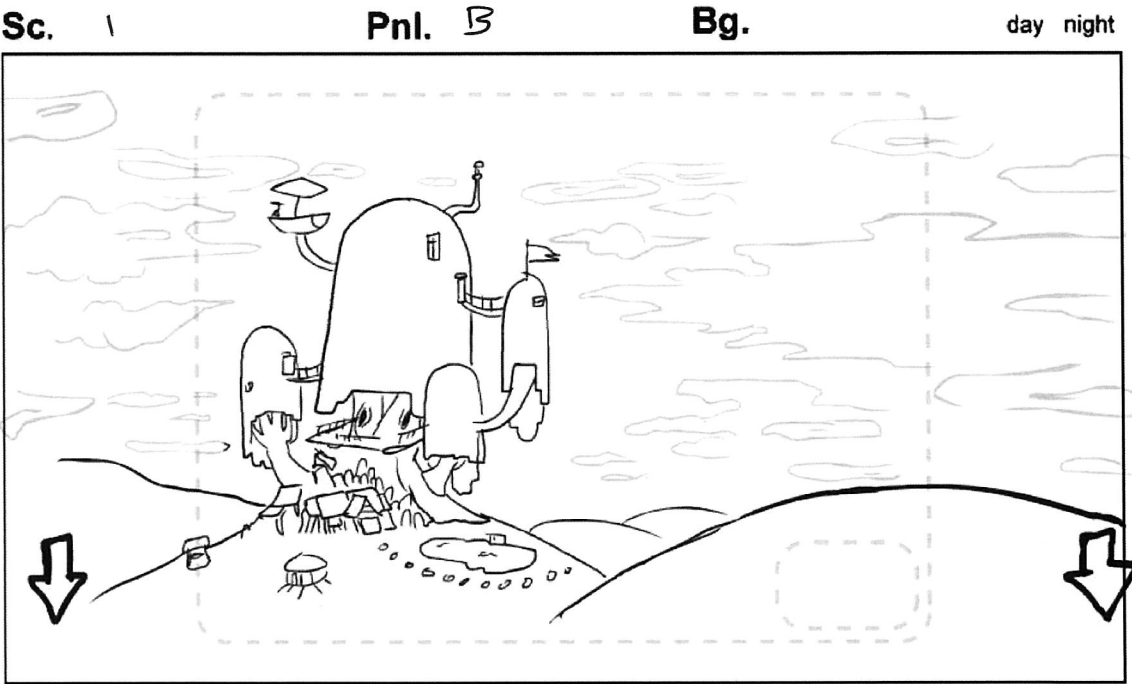
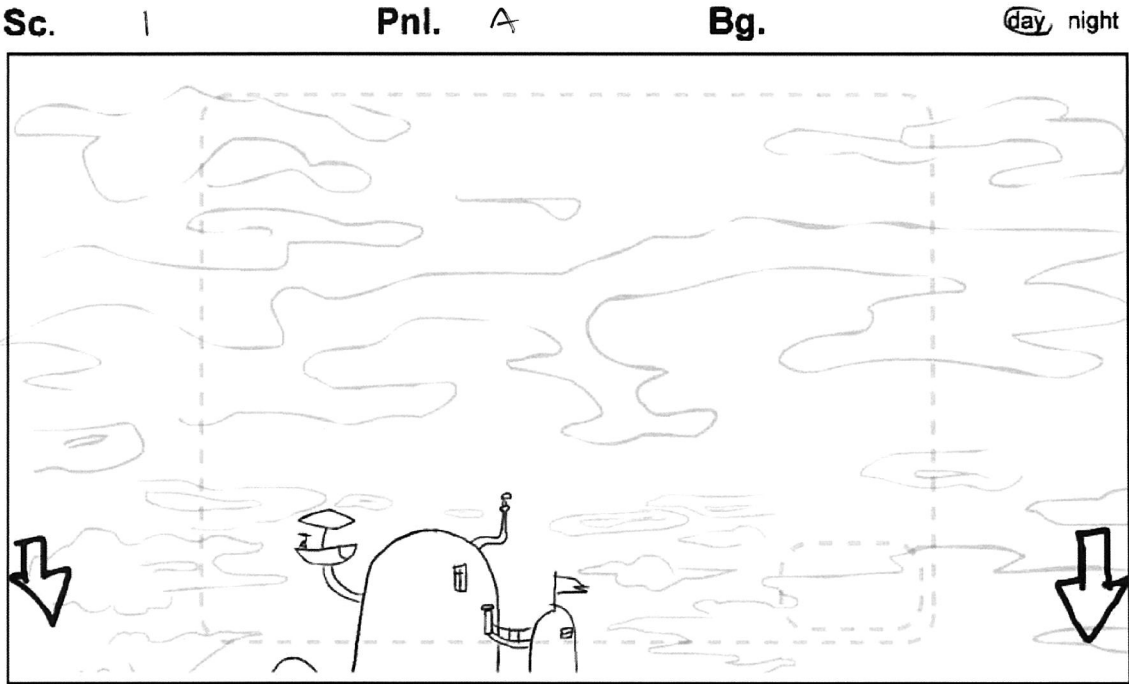
1:30 AM - TYPE
WORKING TITLE

Dialog:

Action:

Timing:

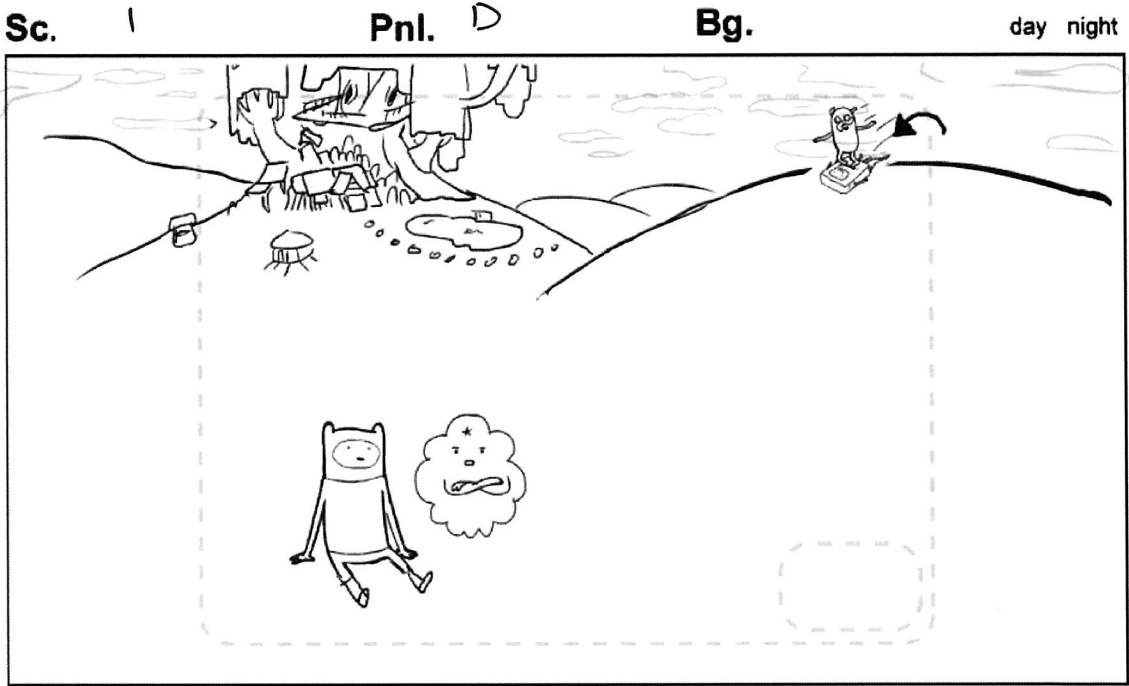
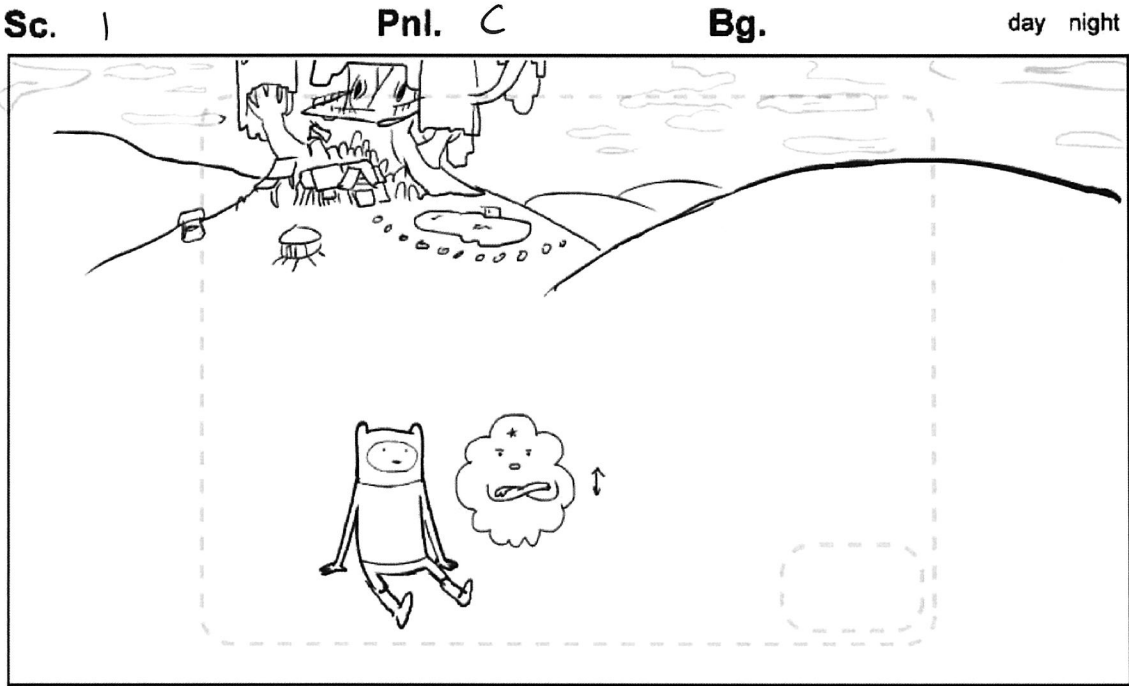
ADVENTURE TIME



Dialog:
Action: SHOT OF WEIRD SKY THEN CAM PANS DOWN TO REVEAL TREEHOUSE
Timing:

1034-205
EPISODE #
Production :

ADVENTURE TIME



Dialog: (LSP) So then MELISSA'S LIKE — (LSP) - 'What do you think of him?'

Action: LSP CONTINUOUSLY HOVERING UP & DOWN SLOWLY JAKE COMES OVER THE HILL SURFING ON BMD

Timing:

ADVENTURE TIME

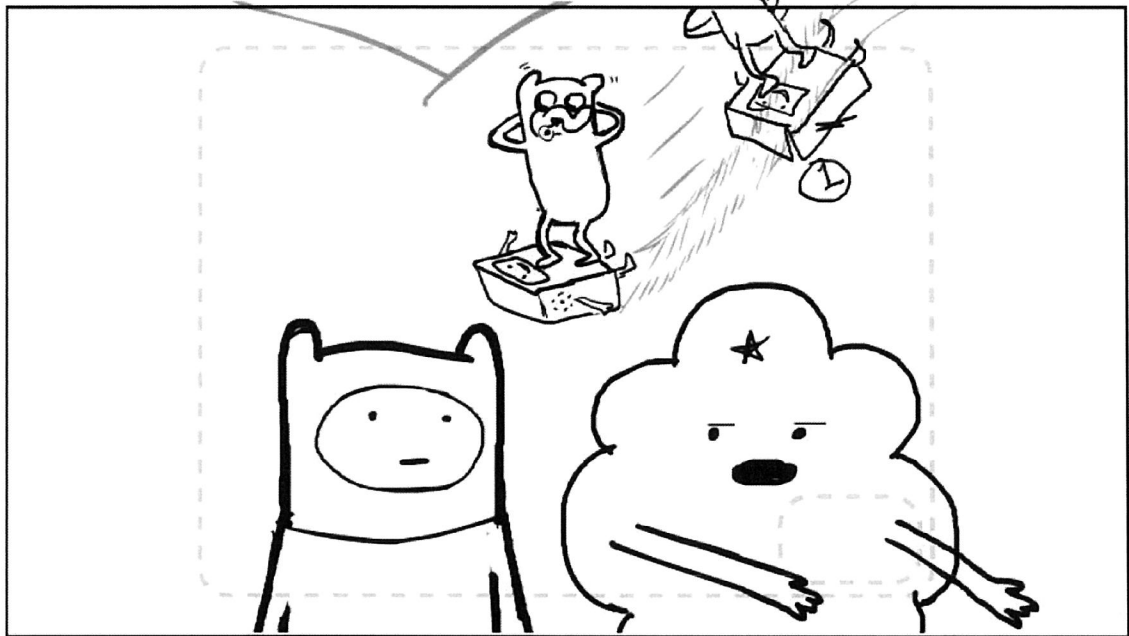


Sc. 2

Pnl. 4

Bg.

day night

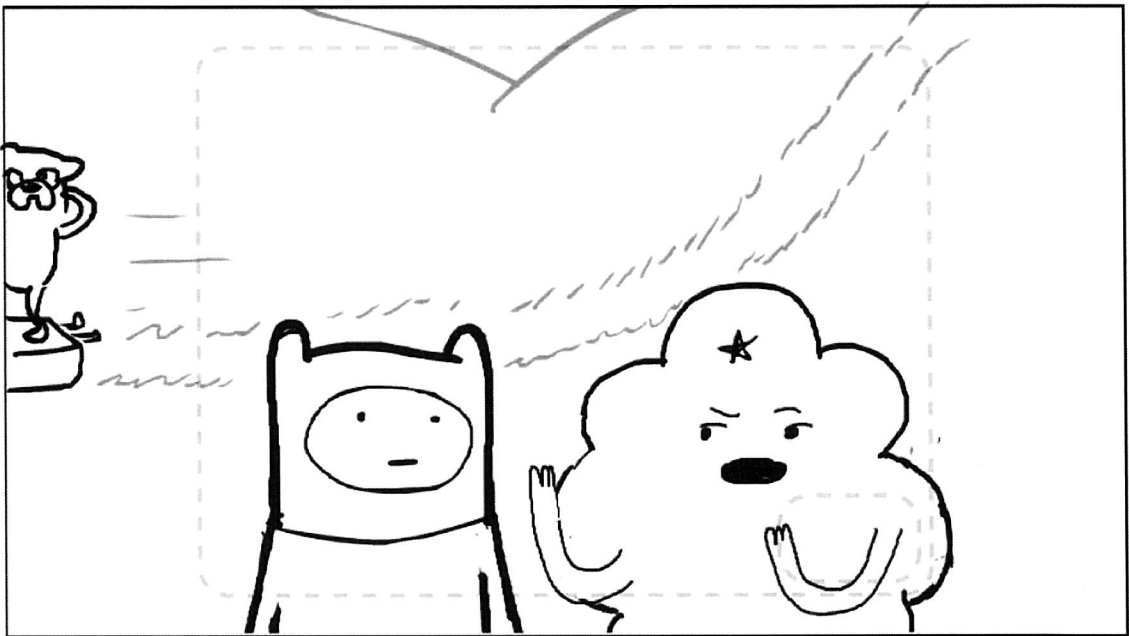


Sc. 2

Pnl. B

Bg.

day night



Dialog: **LSP** And I'm all, "well he's no ray of sunshine or whatever" **LSP** YOU KNOW THESE PEOPLE YOU JUST GET, LIKE-

JAKE IN BG / WOOOOO!
BMO IN BG / Yeahhhhh!

Action: JAKE RIDES BMO FAST
DOWN THE HILL



FINN LISTENING QUIETLY

TRAIL LEFT IN GRASS

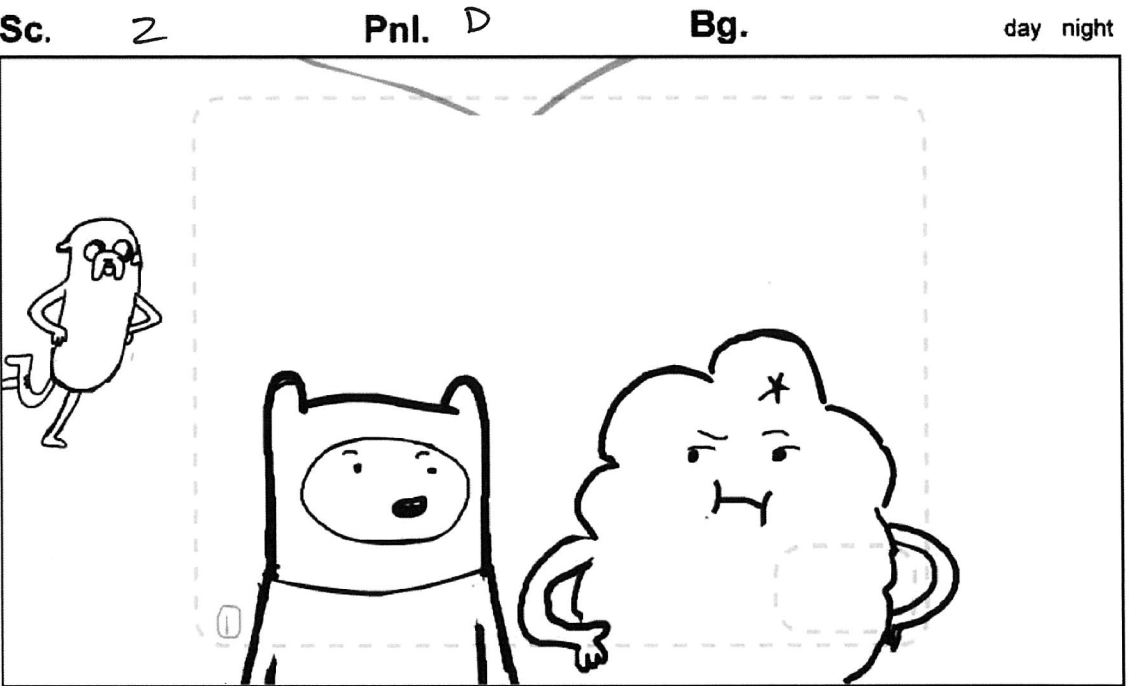
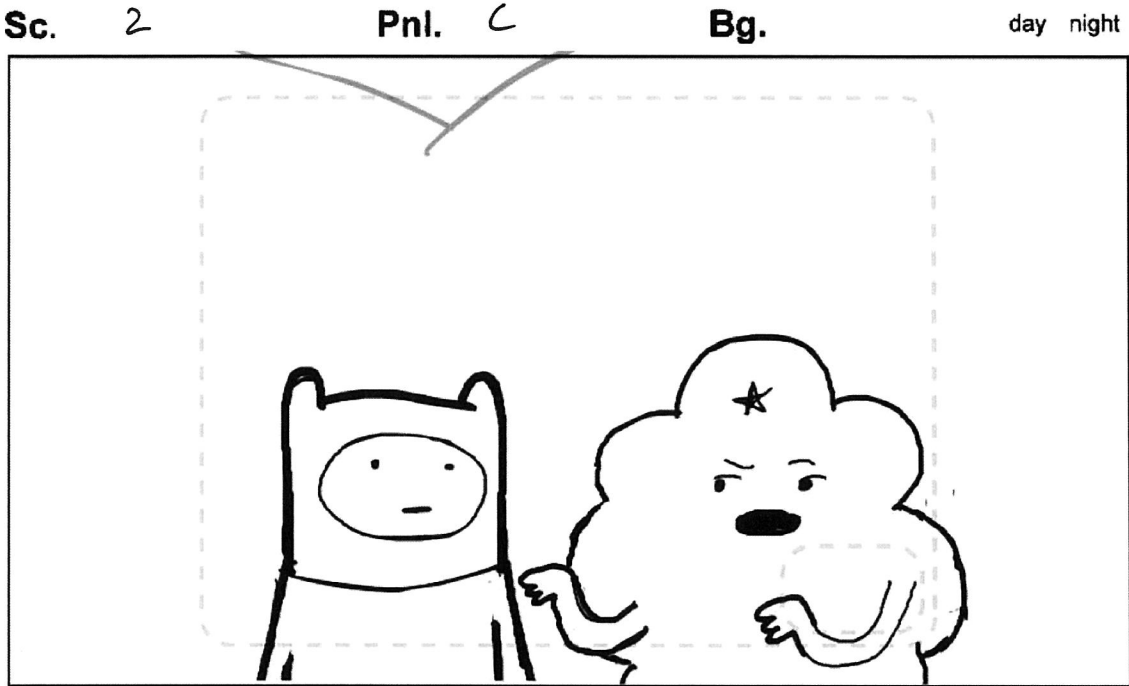
Timing: JAKE MOVING FAST,
MIGHT BE OS BY *

1034-205

EPISODE #

Production :

ADVENTURE TIME

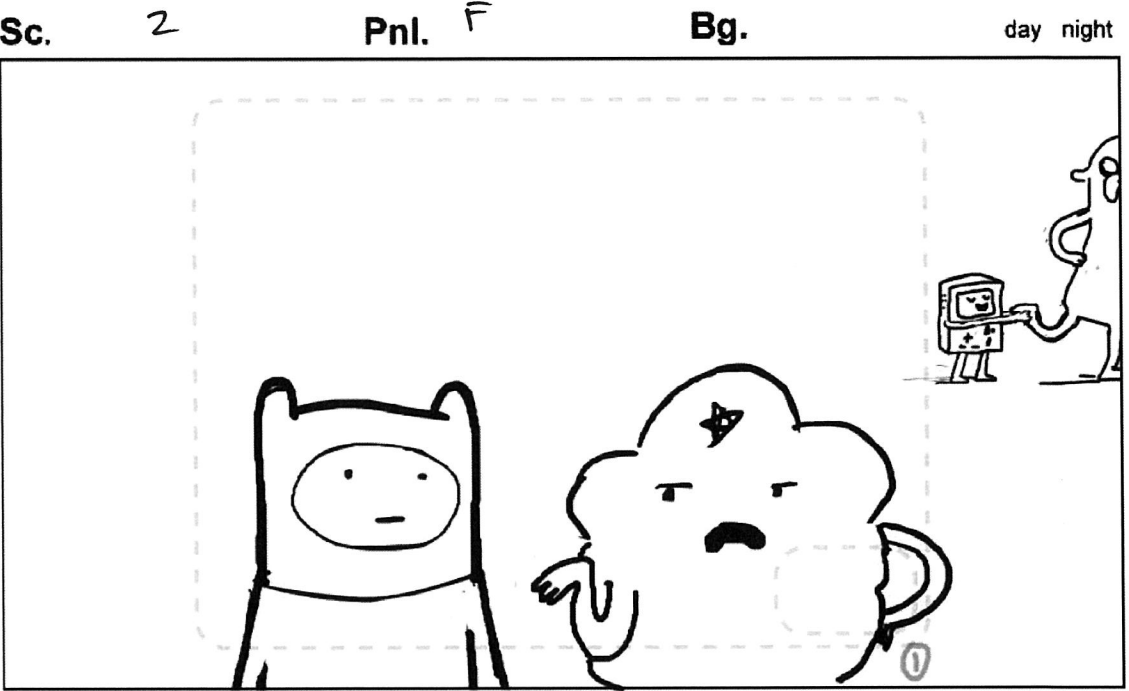
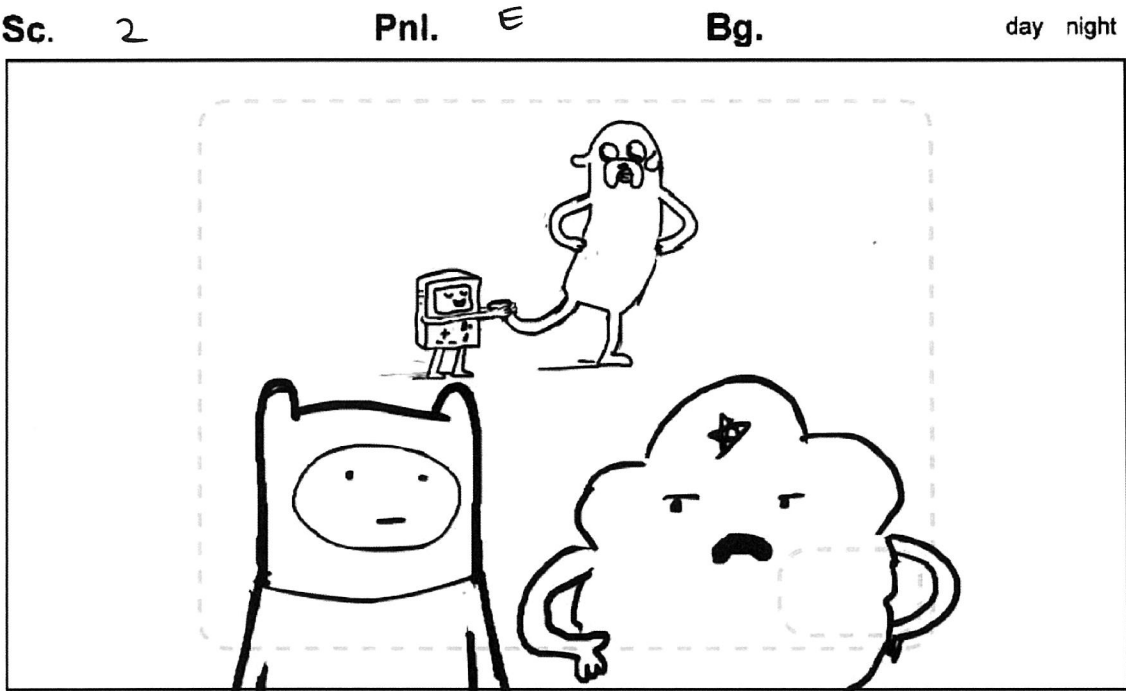


Dialog: (LSP) - NEGGY VIBES FROM? (F) YEA, LIKE, BAD JUBIES OR SOMETHING-
1 2
2 (shrugs shoulders)

Action: FINN NODS QUICKLY BETWEEN HER WORDS BMO + JAKE FOOT GLIDE IN LIKE GUMBY

Timing:

ADVENTURE TIME



Dialog: LSP TOTALLY.

Action: - LSP TILTS HEAD TO SIPE

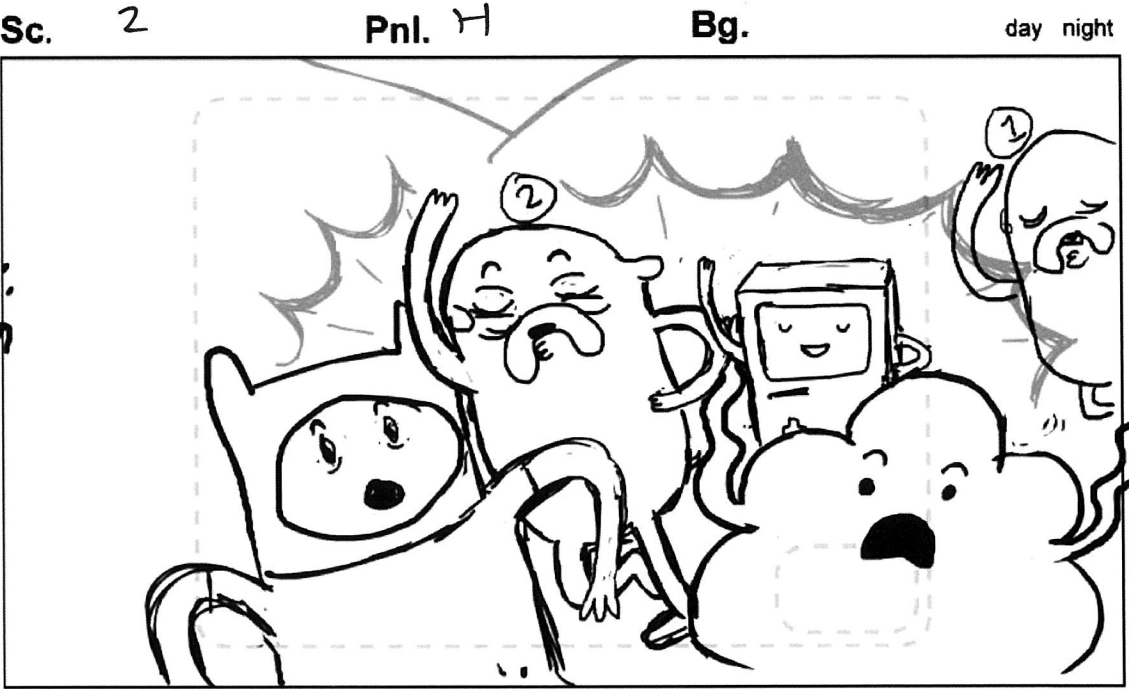
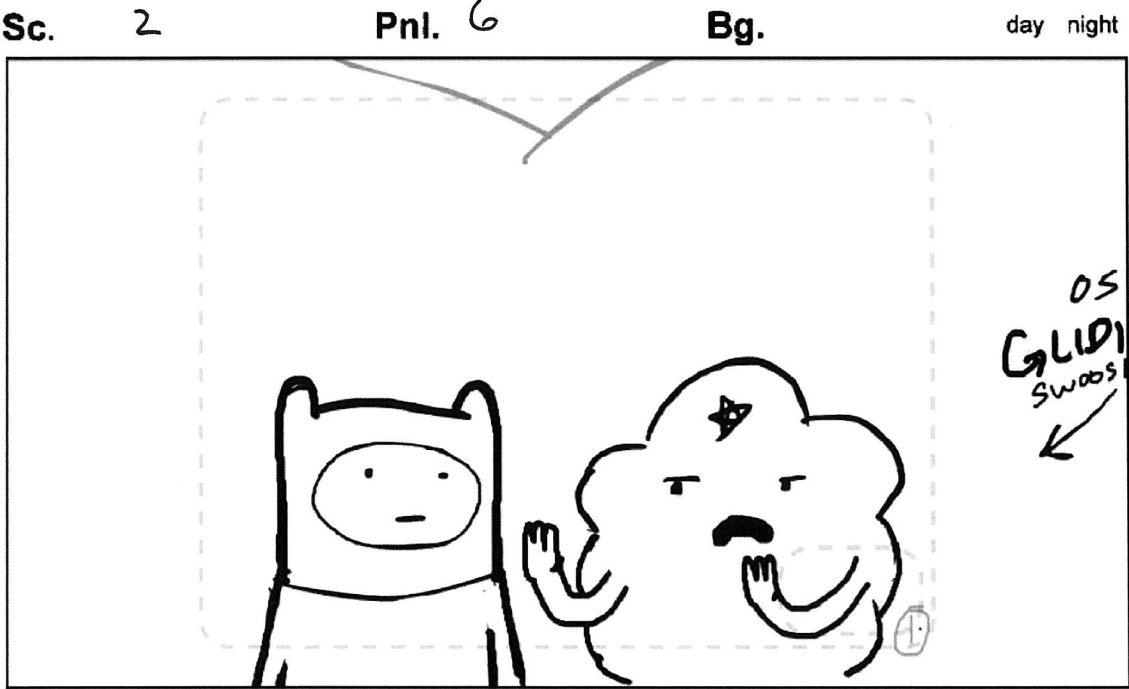
Timing:

LSP They just put everyone in a whacked-out mood with their -

②

BMO + J GLIDE SMOOTHLY BEHIND HOLDING FIGURE SKATER POSES

ADVENTURE TIME

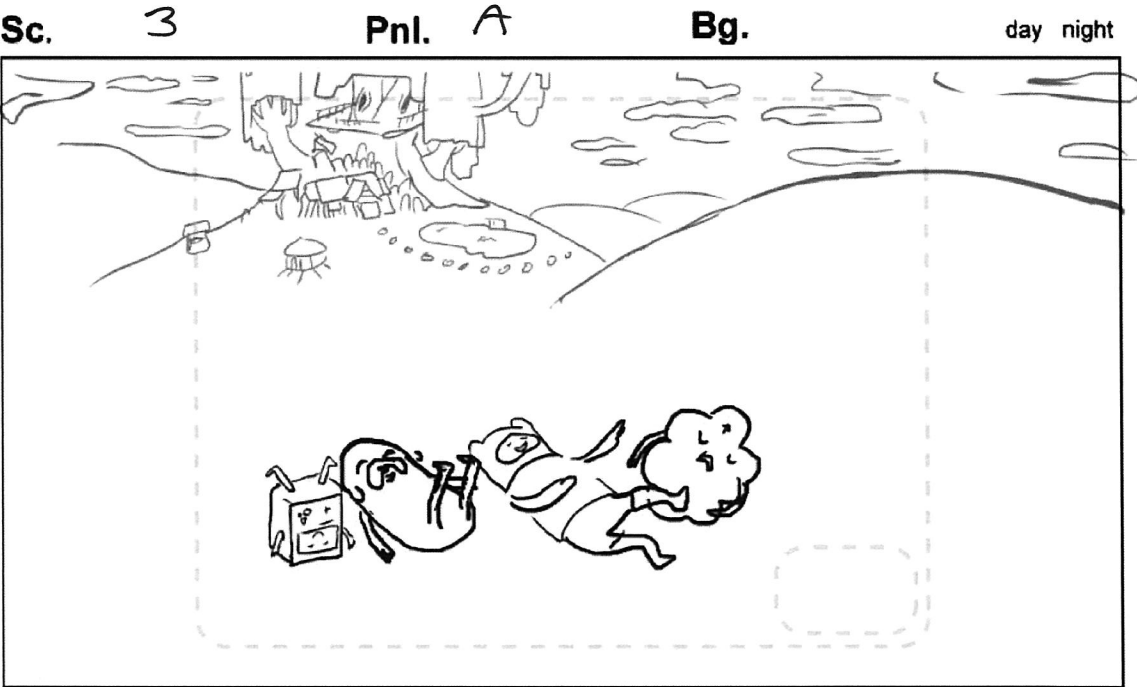
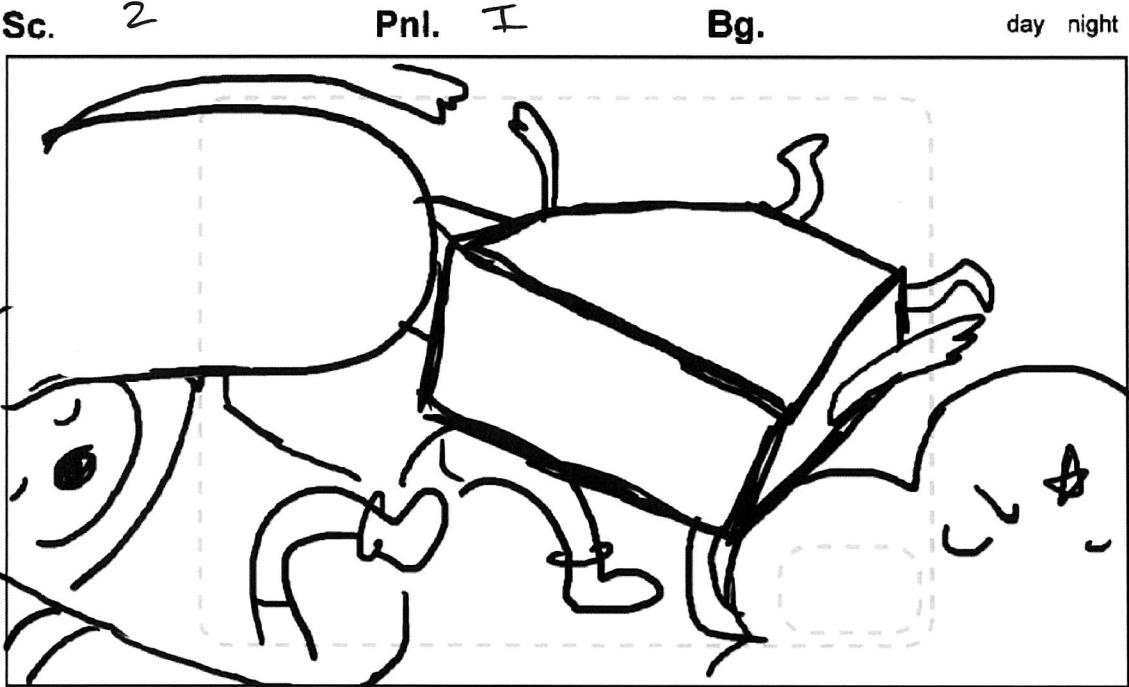


Dialog:	(LSP) BAAAAAAD JUBIES - 1 2 1
Action:	(2) - CRASH! -
Timing:	

EPISODE # 1034-205

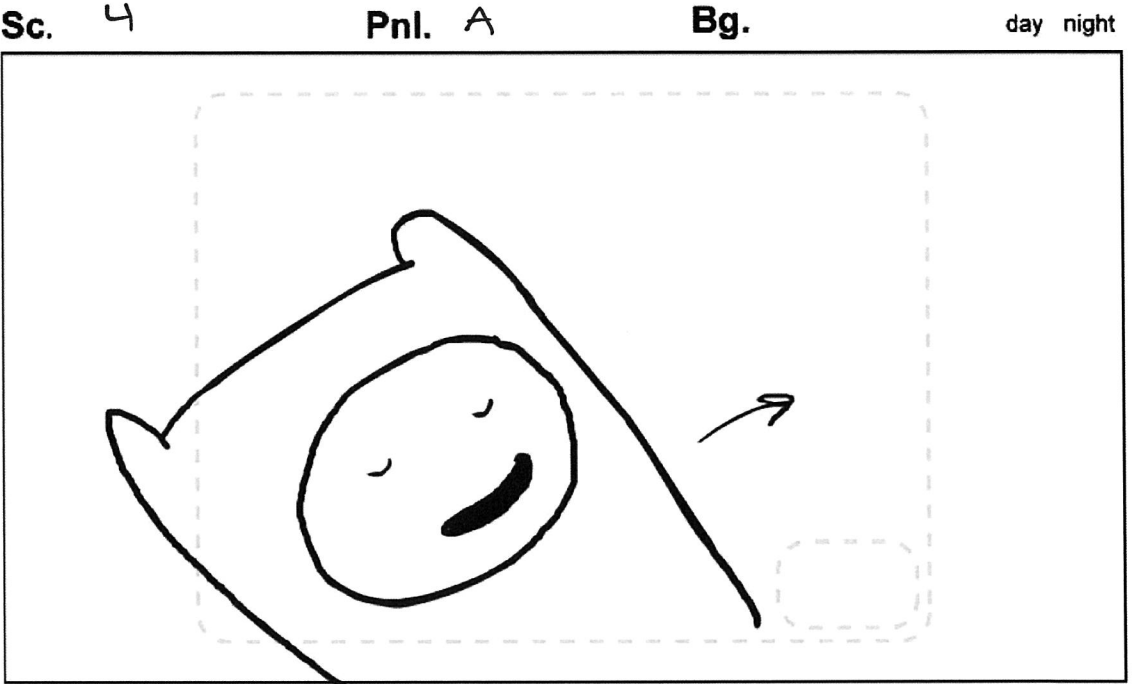
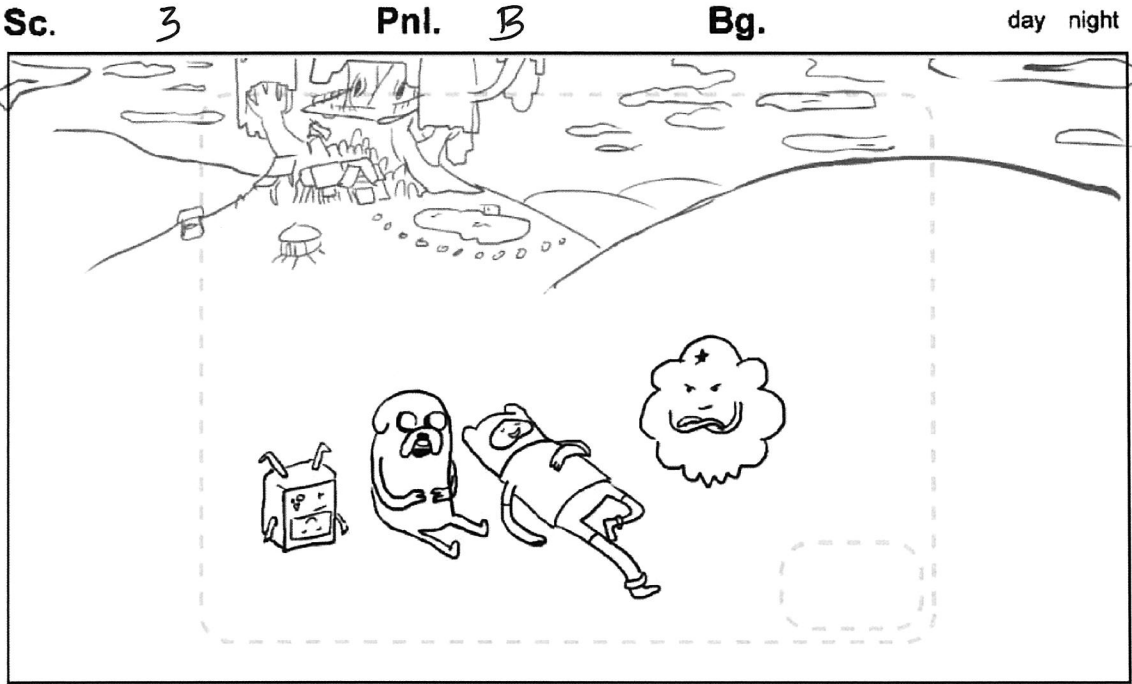
Production :

ADVENTURE TIME



Dialog:	
Action:	ALL ALMOST LEAVE FRAME (BMD + JAKE LEAVE FRAME JUST BEFORE CUT
Timing:	END OF LANDING ACTION

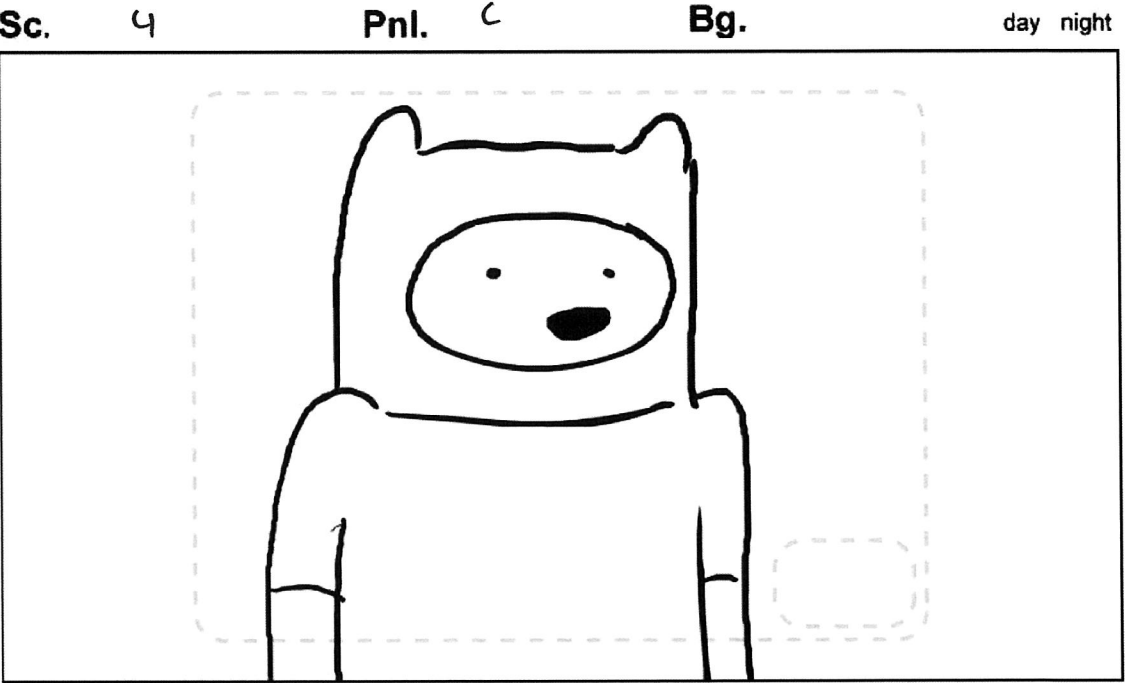
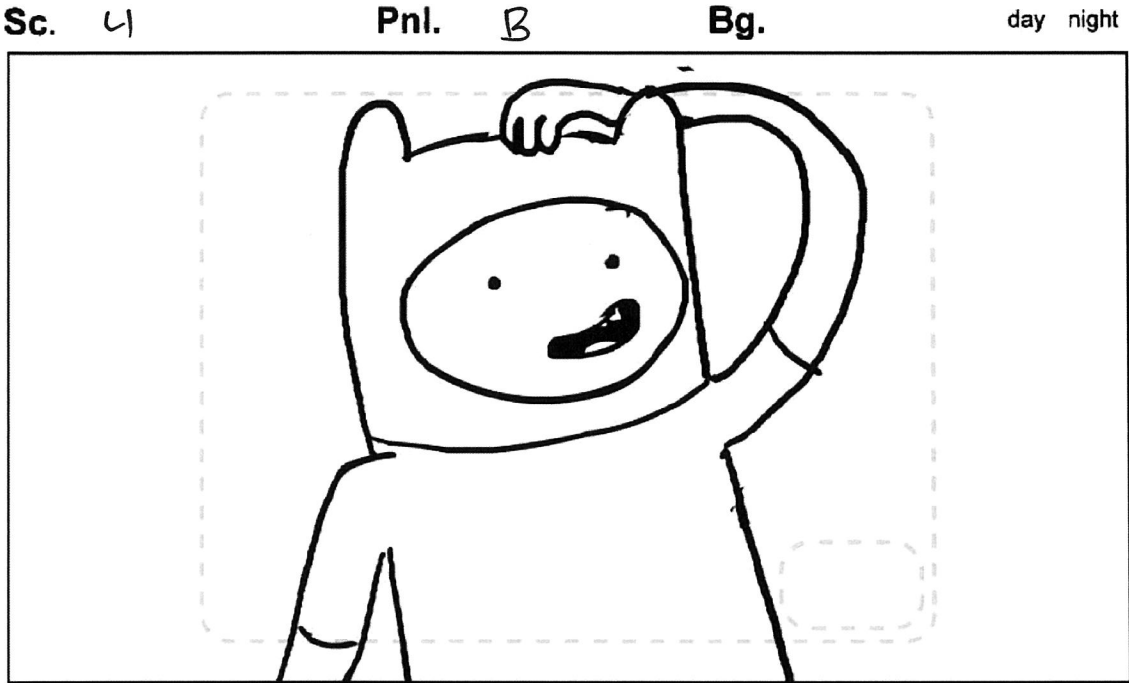
ADVENTURE TIME



Dialog: (F) (laughing) (J) HEHEHE, WHODDS! (BMO) LAUGHING	
Action: LSP / STILL HOVERING SLOWLY, NOT AMUSED	FINN SITS UP
Timing:	

EPISODE # 1034-205
Production :

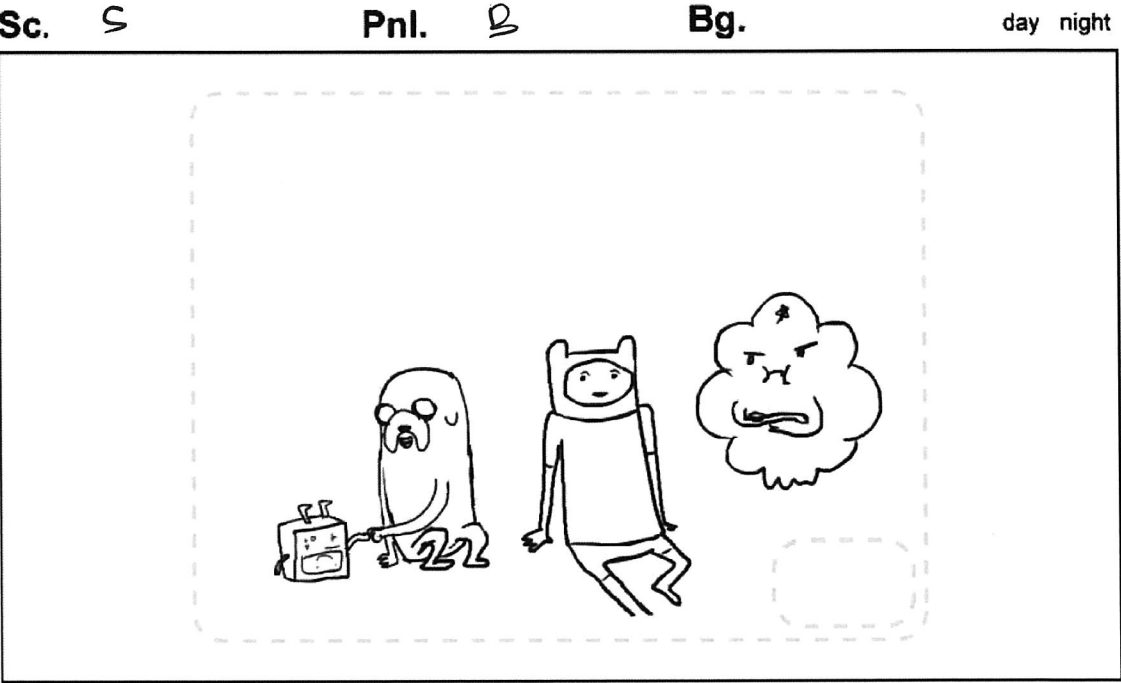
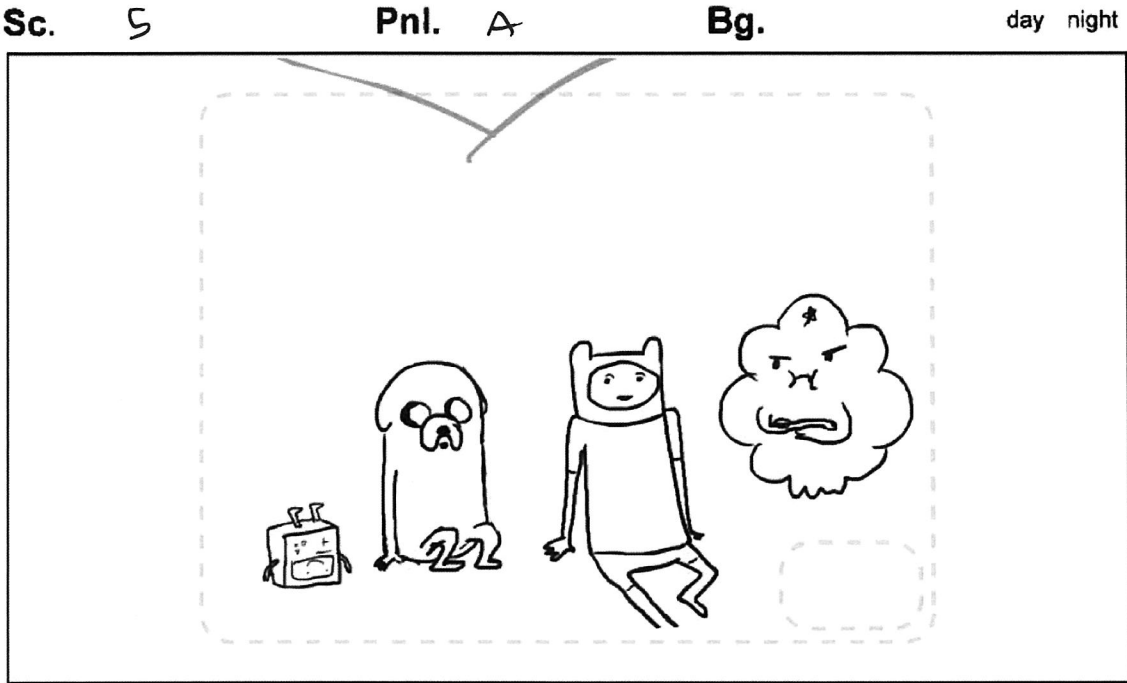
ADVENTURE TIME



Dialog:	(F) OH MAN -	(F) MY BODY FEELS WEIRD *
Action:	SCRATCHES HEAD	* SHRUGS SHOULDERS A LITTLE
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog: J UH...DUDE - THAT'S CUZ YOU JUST GOT GLIDE-SLICED BY THE ICE DUO

J HEHE

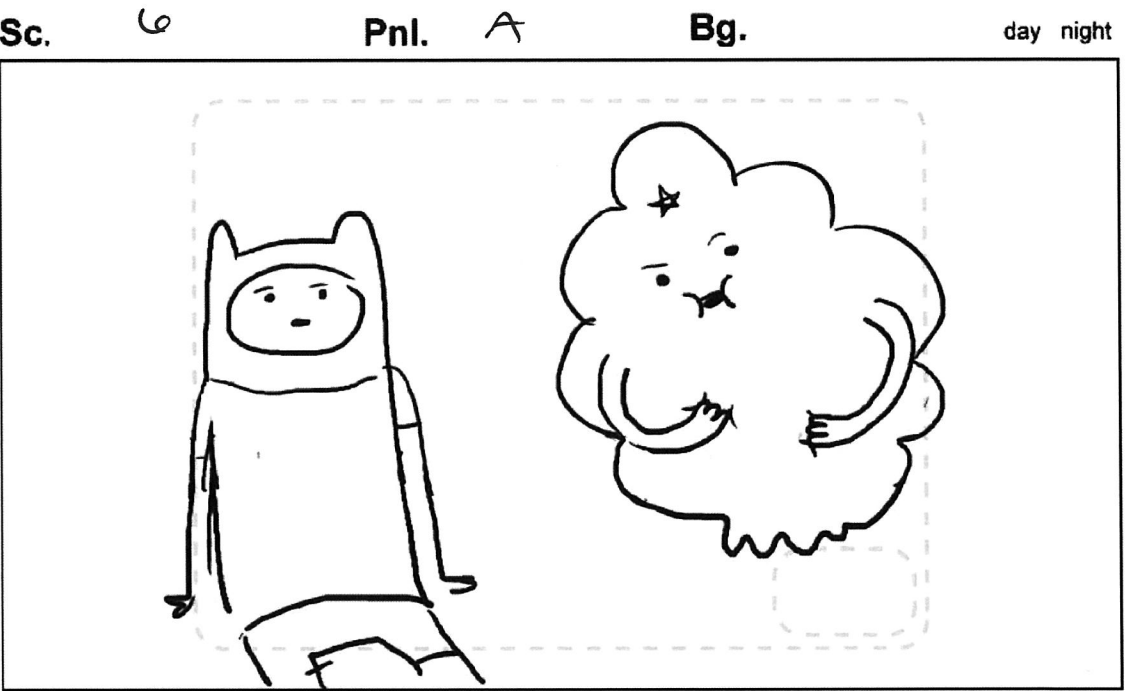
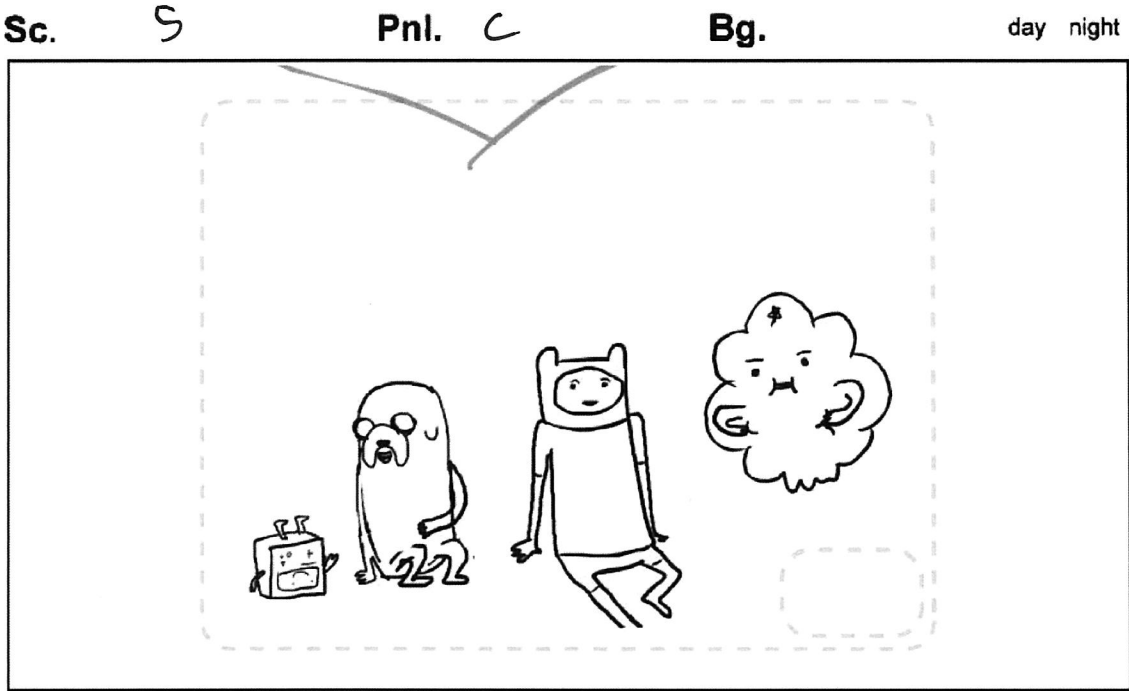
Action: BMO + J FIST POUND

Timing:

EPISODE # 1034-205

Production :

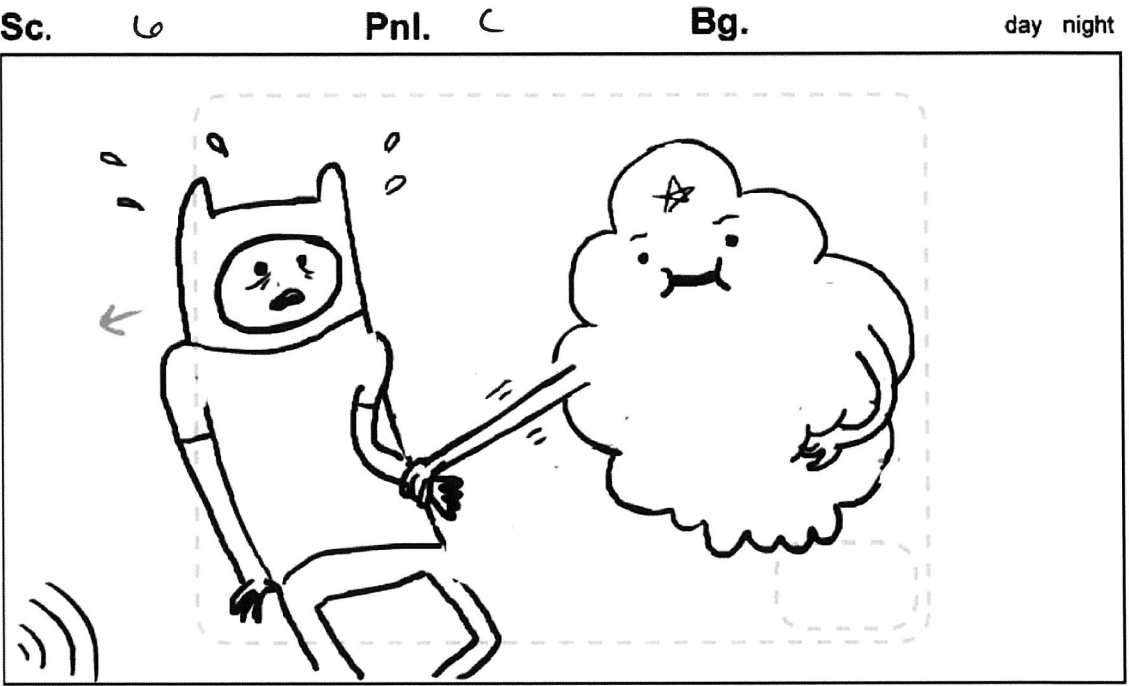
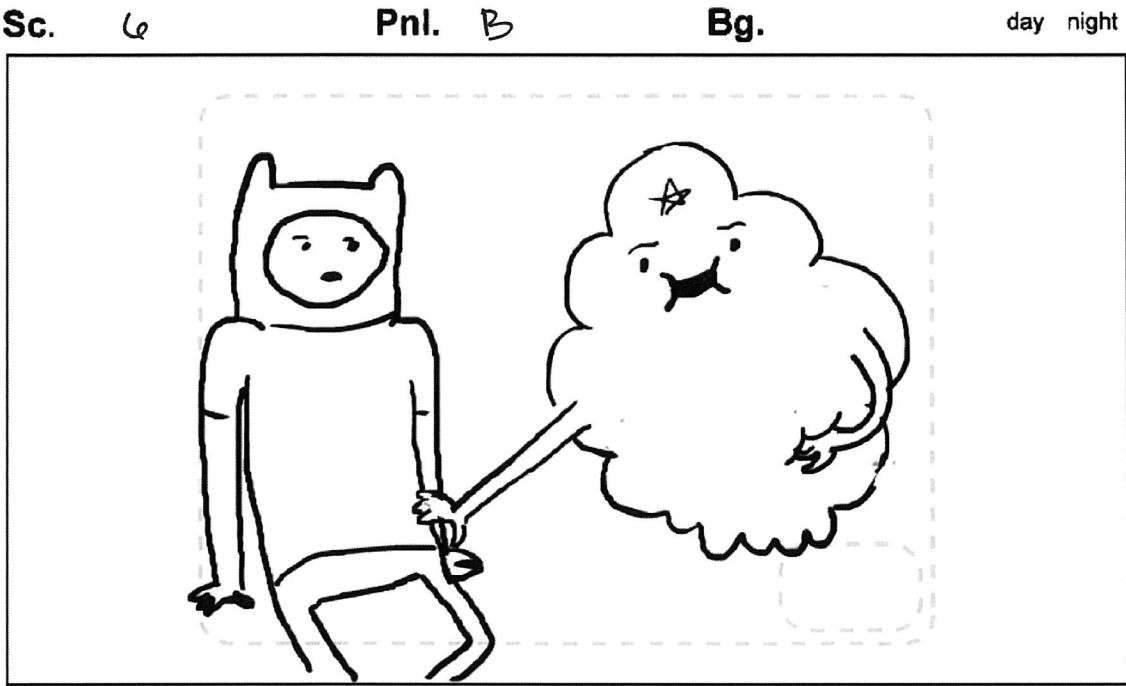
ADVENTURE TIME



Dialog:	(LSP) YEA MY BODY FEELS WEIRD TOO
Action:	LSP STARTS TO UNCROSS ARMS → FINISH ARM ACTION IN THIS SHOT
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME

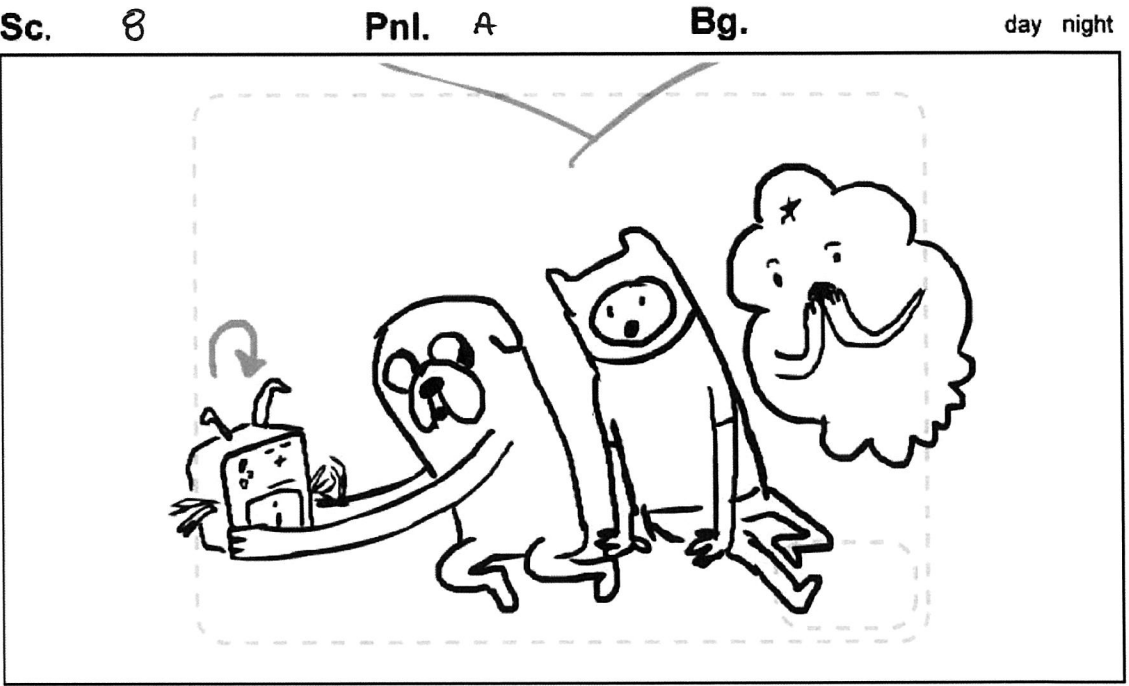
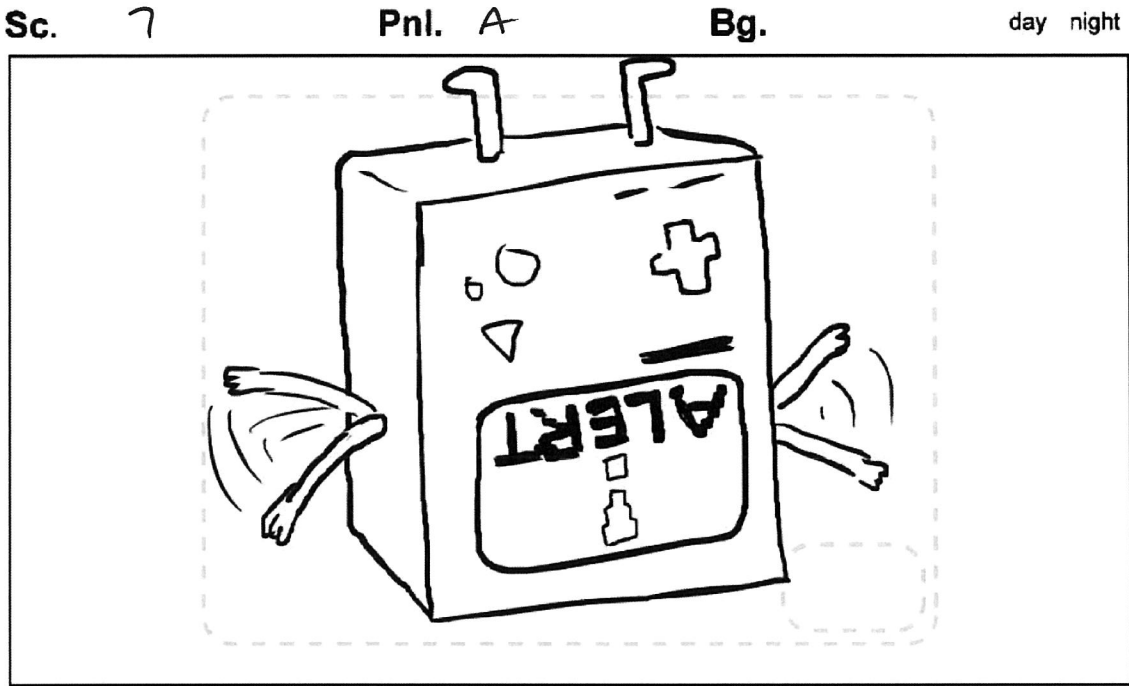


Dialog: **LSP** HERE FINN - **LSP** - FEEL THIS ... **F** (AWKWARD) AHH!
FX: ALARM SOUNDS FROM O.S. LEFT

Action:

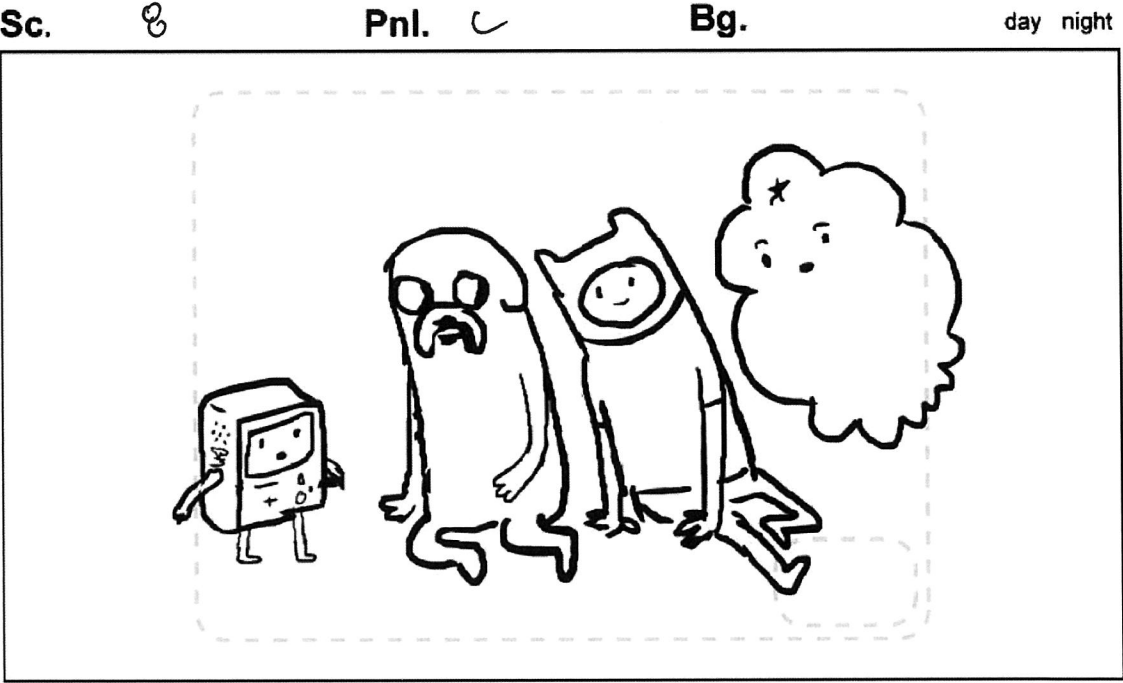
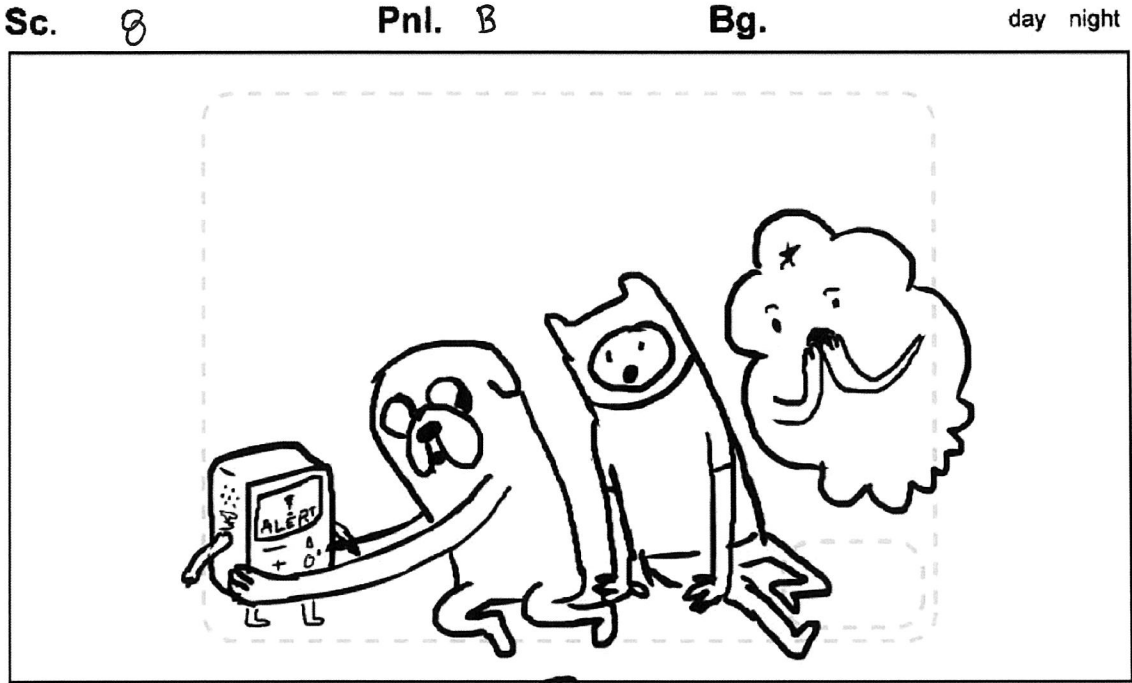
Timing: ALARM HAPPENS BEAT AFTER FINN DIALOGUE

ADVENTURE TIME



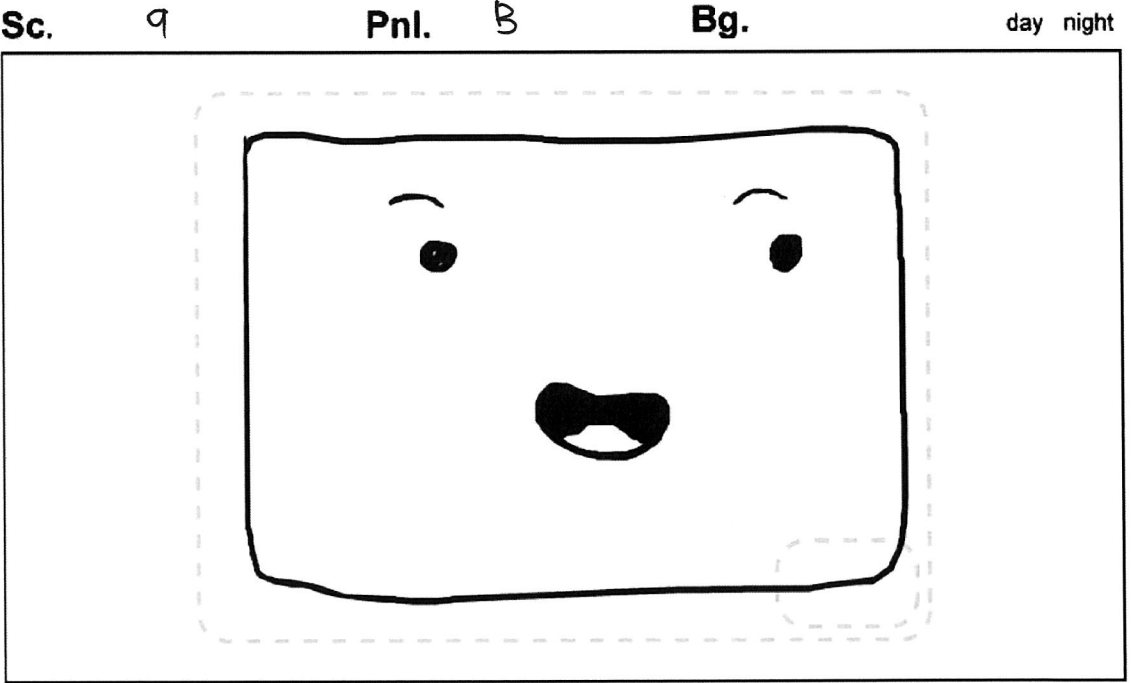
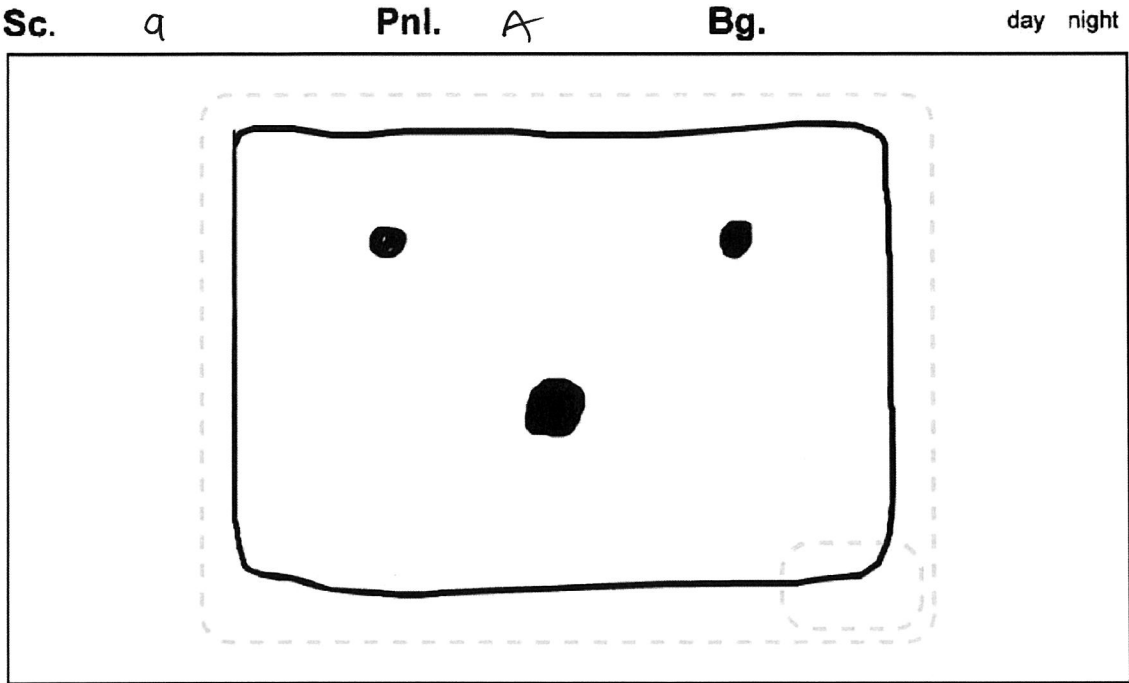
Dialog:	FX: ALARM SOUND	FX/ ALARM
	① (o/s) WHOA!	① TOO MUCH ELECTRICITY TO THE NOGGIN, BRO!
Action:	BMO'S ARMS GOING UP & DOWN FURIOUSLY	JAKE QUICKLY FLIPS BMO
Timing:	CU OF BMO FOR A BEAT	

ADVENTURE TIME



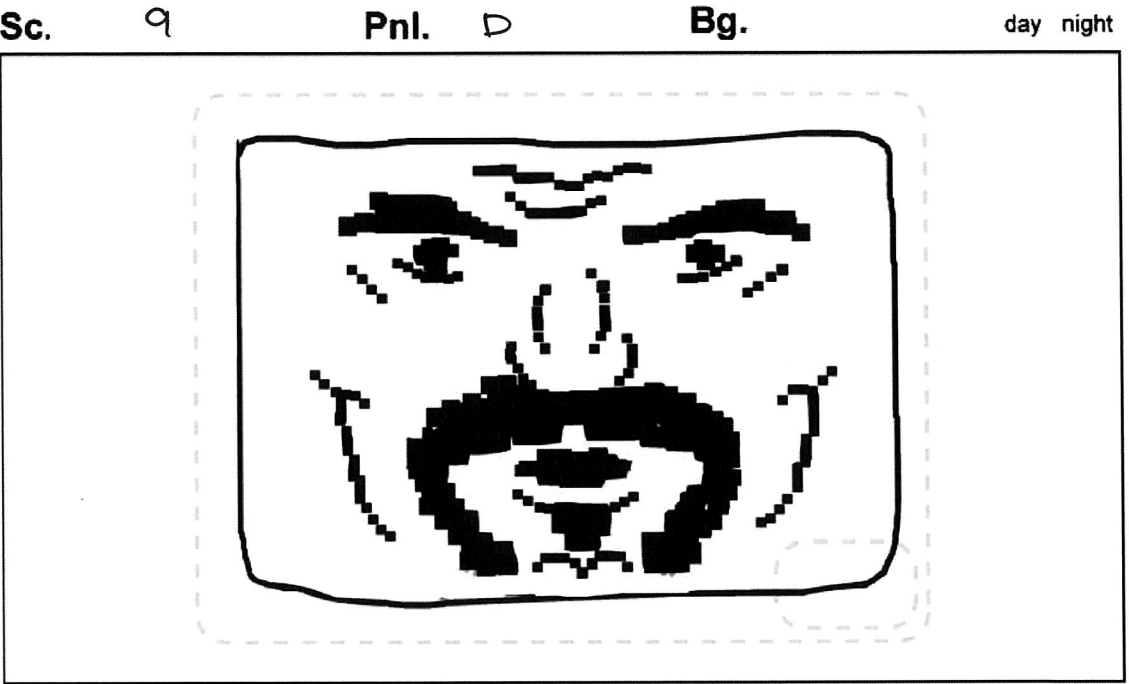
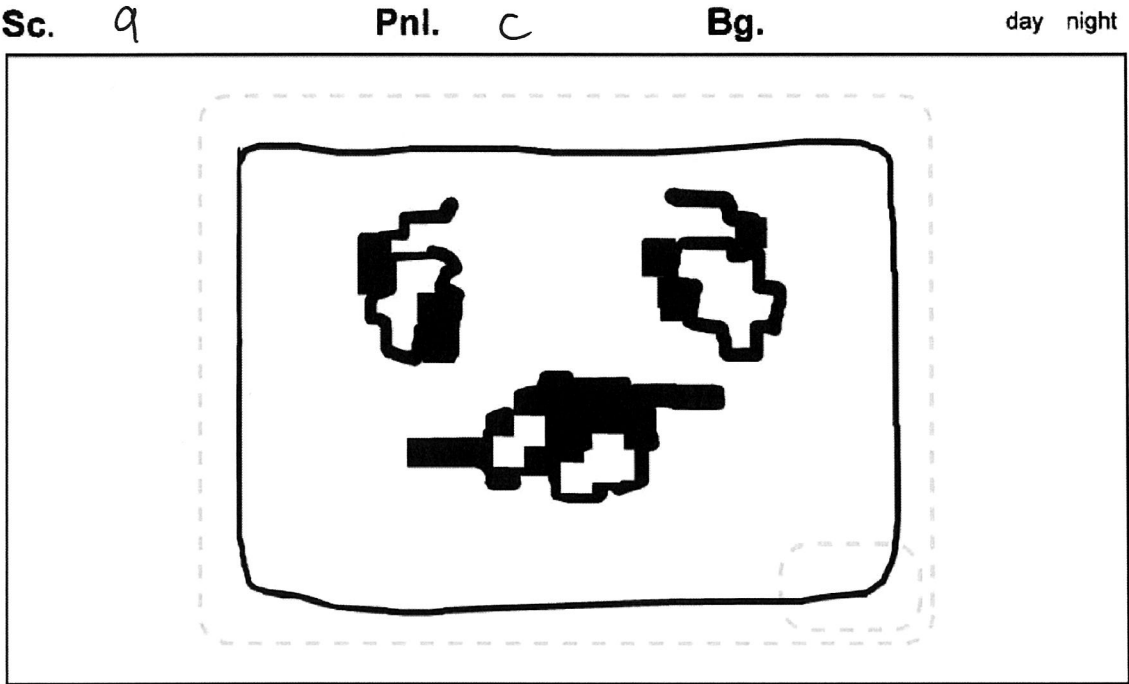
<p>Dialog:</p> <p>FX/ALARM</p> <p>① HE'LL BE FINE</p>	<p>② OH-</p>
<p>Action:</p> 	<p>BMO FACE COMES BACK</p>
<p>Timing:</p>	

ADVENTURE TIME



Dialog:	(J) (o/s) SEE! FINE!	(BMO) HEHE THAT WAS WEIR —
Action:		
Timing:		

ADVENTURE TIME



Dialog: SFX/ DIGITAL GARBLE SOUND + BMO SHRIEK

MALE COMPUTER VOICE THIS IS A STORM ALERT FROM THE AUTOMATED WEATHER SERVICE -

Action: BMO FACE GLITCHES OUT + QUICKLY TURNS INTO THIS →

Timing:

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ADVENTURE TIME



Sc. 9 Pnl. E Bg. day night

Sc. 9 Pnl. F Bg. day night

Dialog: - IN EFFECT FOR GRASSLANDS AND ALL SURROUNDING AREAS

- RESIDENTS MUST EVACUATE OR SEEK SHELTER IMMEDIATELY

Action: * FACE JUST MOVES LOWER JAW UP & DOWN ON 4'S OR 5'S

Timing:

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Production :

ADVENTURE TIME



Sc. 10 Pnl. A Bg. day night

Sc. 11 Pnl. A Bg. day night

Dialog: ⑤ WAIT-WHAT?

COMP VOICE AND NOW, YOUR LOCAL FORECAST-

* CHEESY WEATHER CHANNEL MUZAK *

Action:

Timing: JAKE STARTING TO GET UP

EPISODE # 1034-205

Production :

ADVENTURE TIME



Sc. 11 Pnl. B Bg. day night

CURRENTLY IN YOUR AREA/000

TODAY

EXPECT STORMNADO WINDS AND AN

IMPENDING MONSOONAMI.

FLURRICANES POSSIBLE

Sc. 11 Pnl. C Bg. day night

CURRENTLY IN YOUR AREA/000

TODAY

CHANCE OF SURVIVAL 29%

Dialog:

COMP VOICE TODAY, EXPECT STORMNADO WINDS AND AN IMPENDING MONSOONAMI. FLURRICANES POSSIBLE.

* CHEESY WEATHER CHANNEL MUZAK CONT *

- CHANCE OF SURVIVAL 29%

Action:

Timing:

ADVENTURE TIME

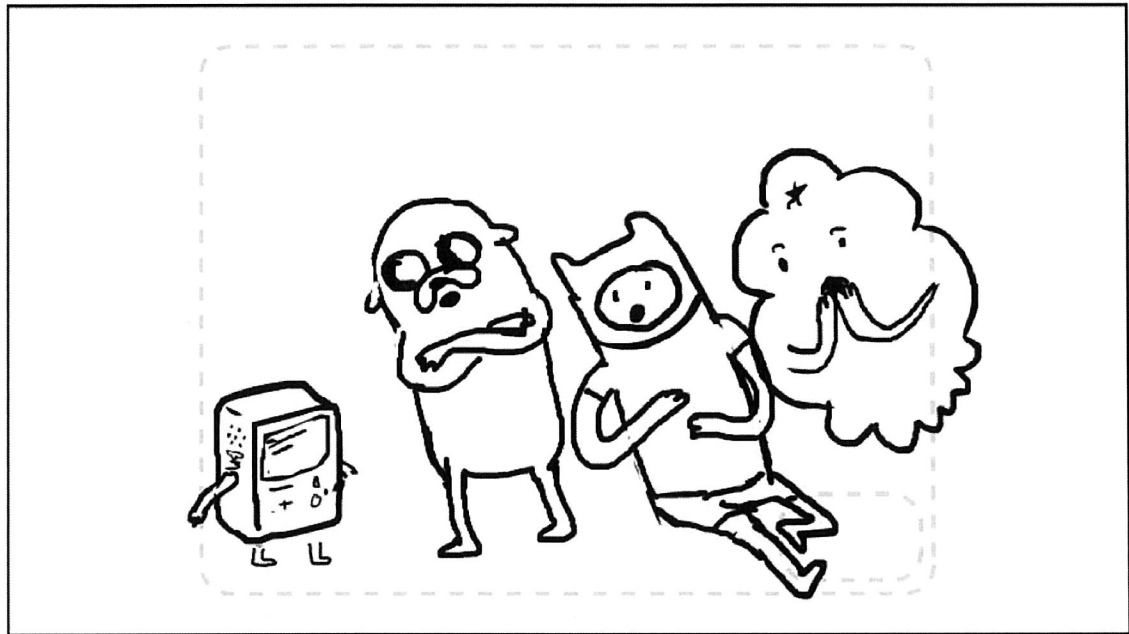


Sc. 12

Pnl. A

Bg.

day night

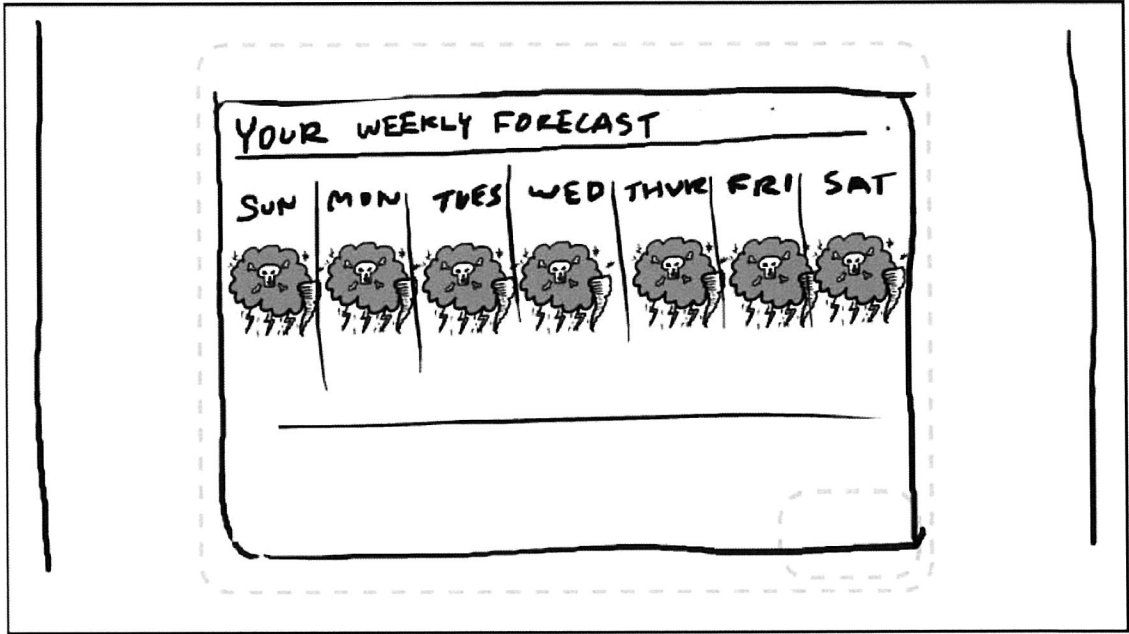


Sc. 13

Pnl. A

Bg.

day night



Dialog:

FINN/ HOW LONG'S THIS THING GONNA LAST,
MAN?

* CHEESY WEATHER CHANNEL MUZAK CONT *

Action:

Timing:

EPISODE # 1034-205

Production :

ADVENTURE TIME



Sc. 14 Pnl. A Bg. day night

Sc. 15 Pnl. A Bg. day night

Dialog: (J) A WHOLE WEEK??!

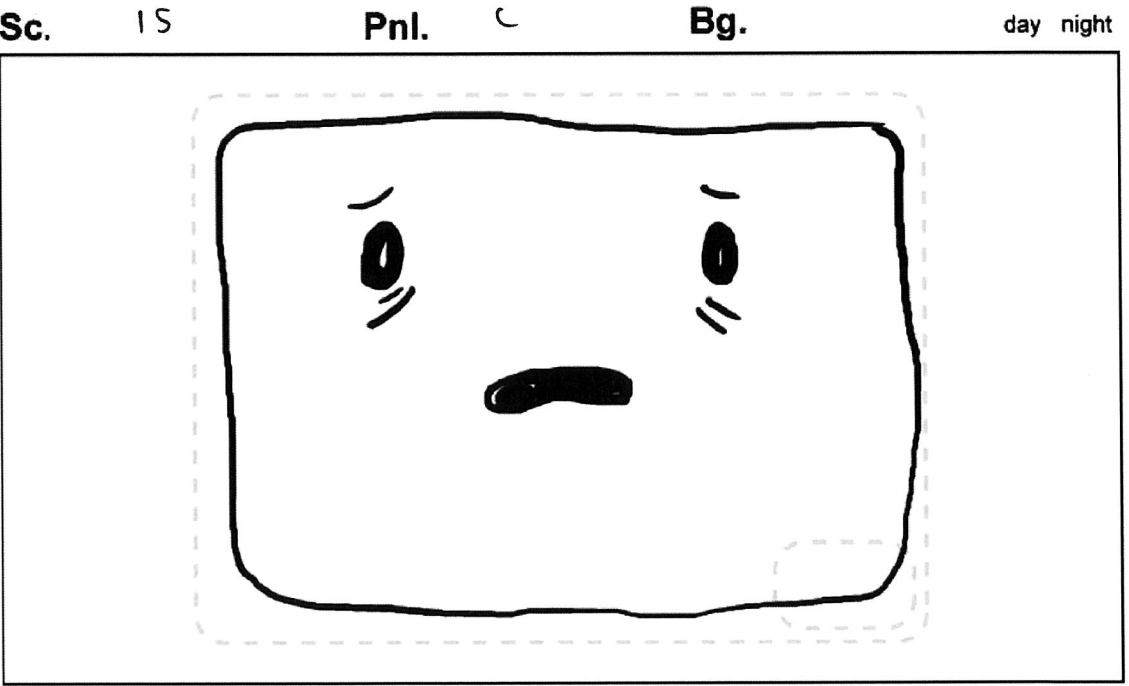
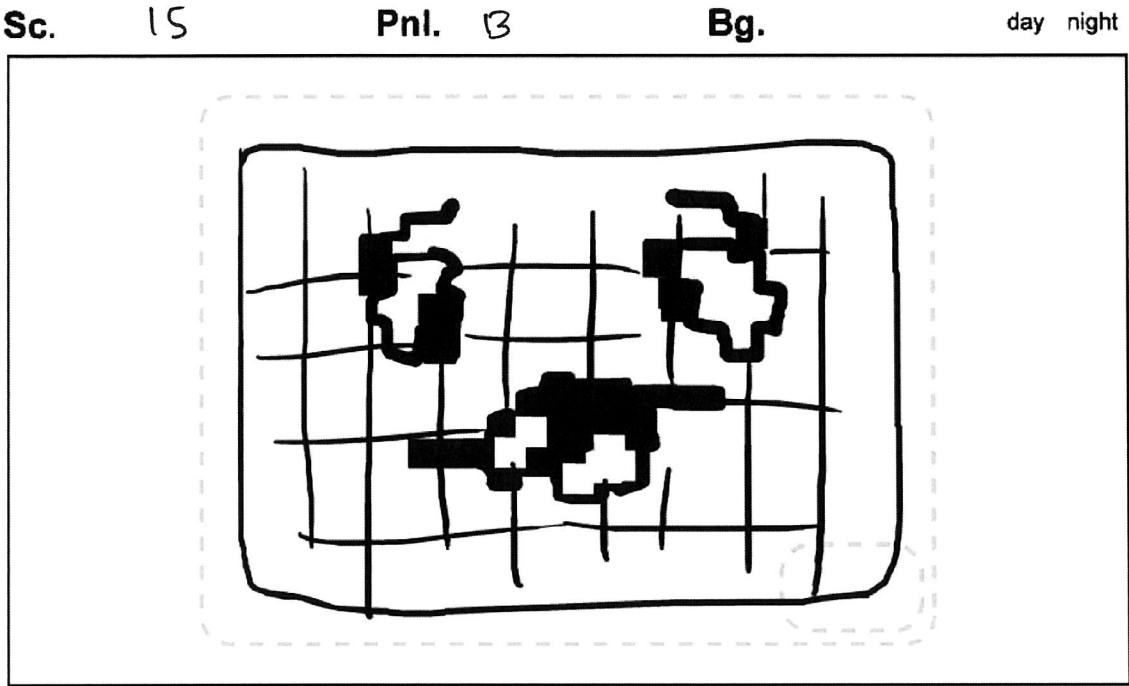
* CHEESY WEATHER CHANNEL MUZAK CONT *

Action:

Timing:

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Production :

ADVENTURE TIME

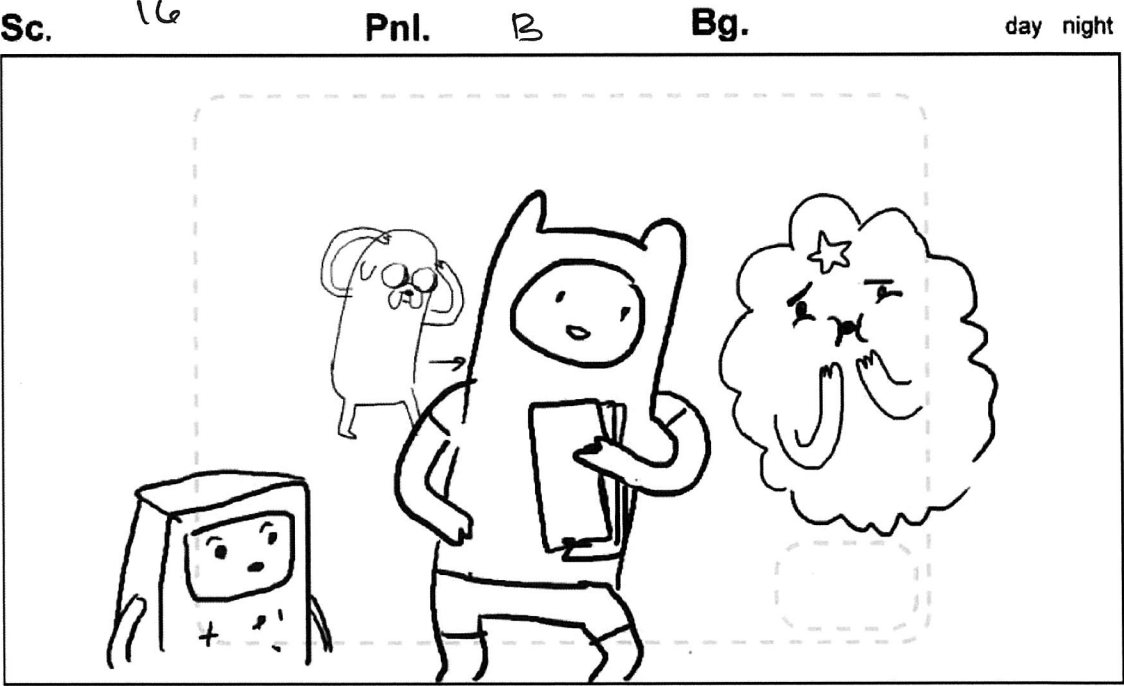
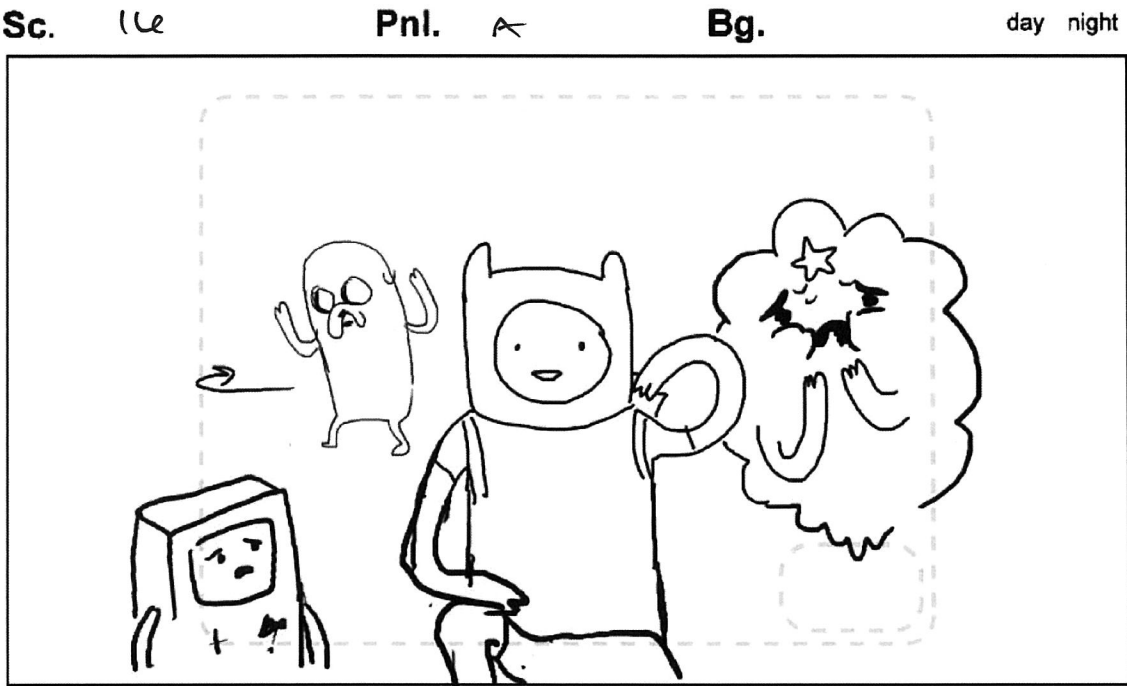


Dialog:	<p>(BMO) WHAT DO WE DO?!</p>
Action:	<p>BMO LOOKING TERRIFIED</p>
Timing:	

EPISODE # 1034-205

Production :

ADVENTURE TIME



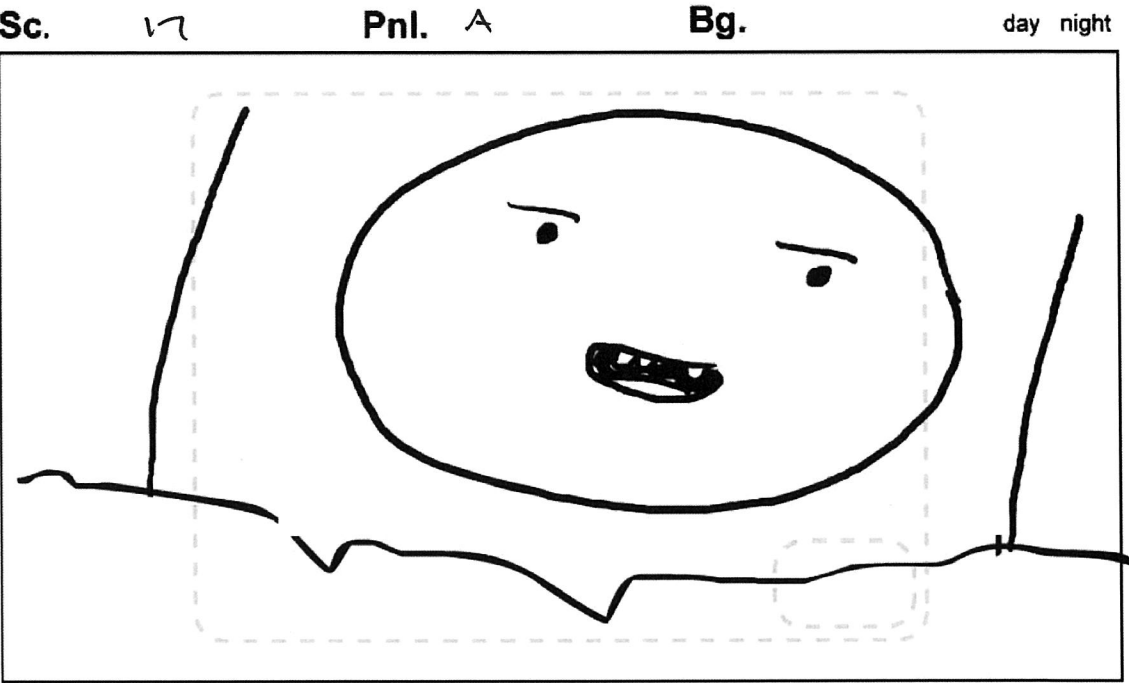
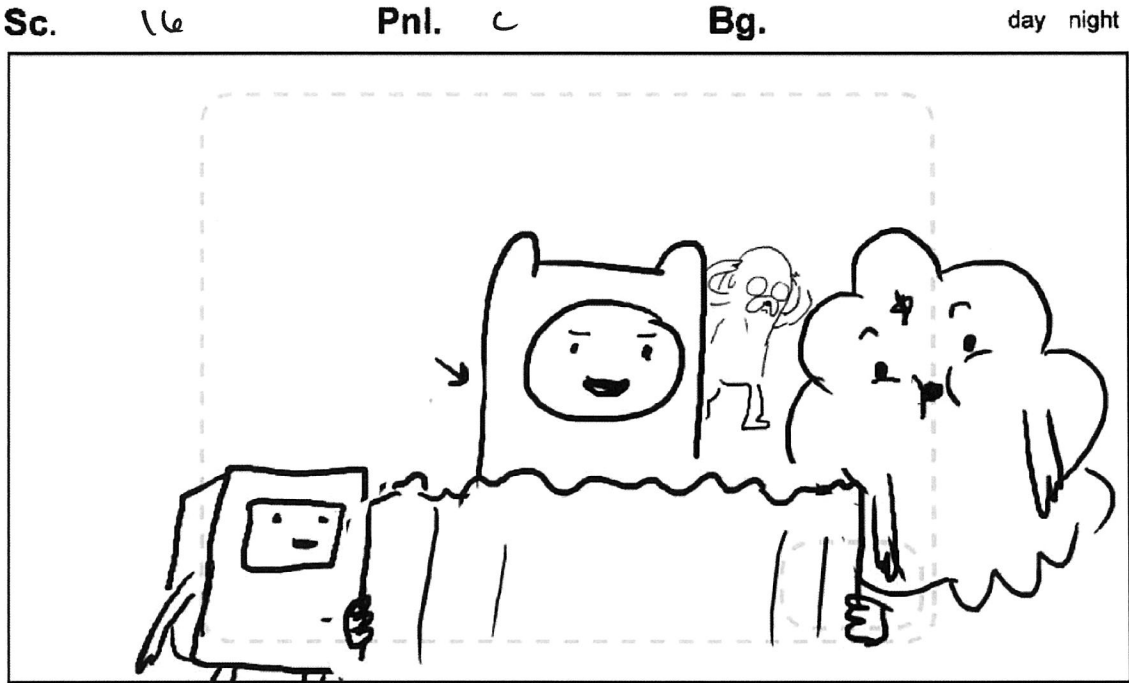
Dialog: (F) MY DUDES - (F) CHECK IT - I HAVE A -

Action: JAKE PACING IN BG THROUGHOUT
FINN STANDS UP AS HE'S TALKING -

Timing:

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Production :

ADVENTURE TIME

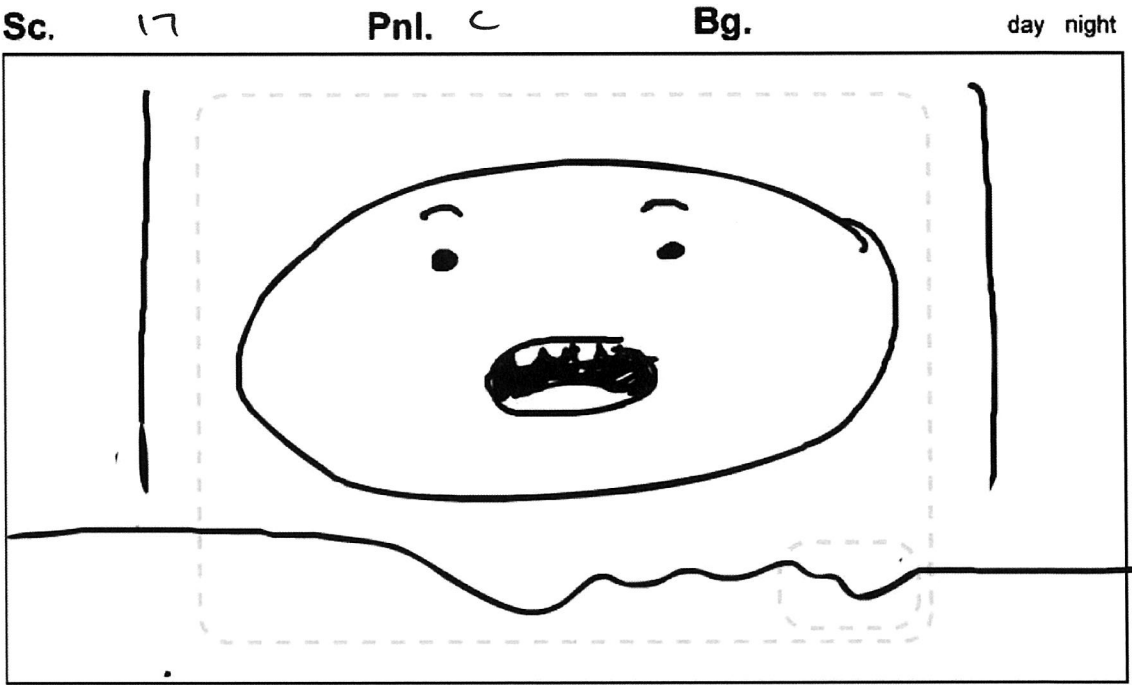
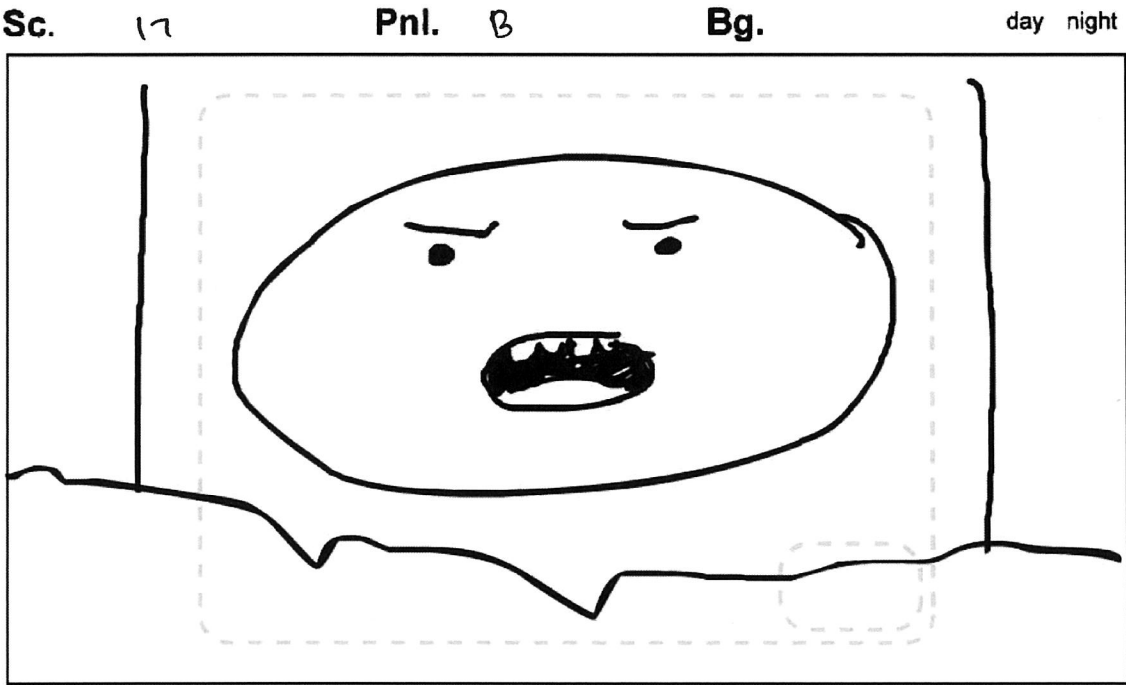


Dialog: (F) SECRET EMERGENCY PLAN
FOR JUST THIS OCCASION!

Action: FINN WALKS TOWARDS CAM A BIT AS
HE OPENS PLANS

Timing:

ADVENTURE TIME



Dialog:

⑤ TIME FOR SUPER SWEET UNDERGROUND BUNKER TIME
(INTENSE, UNDERBREATH)

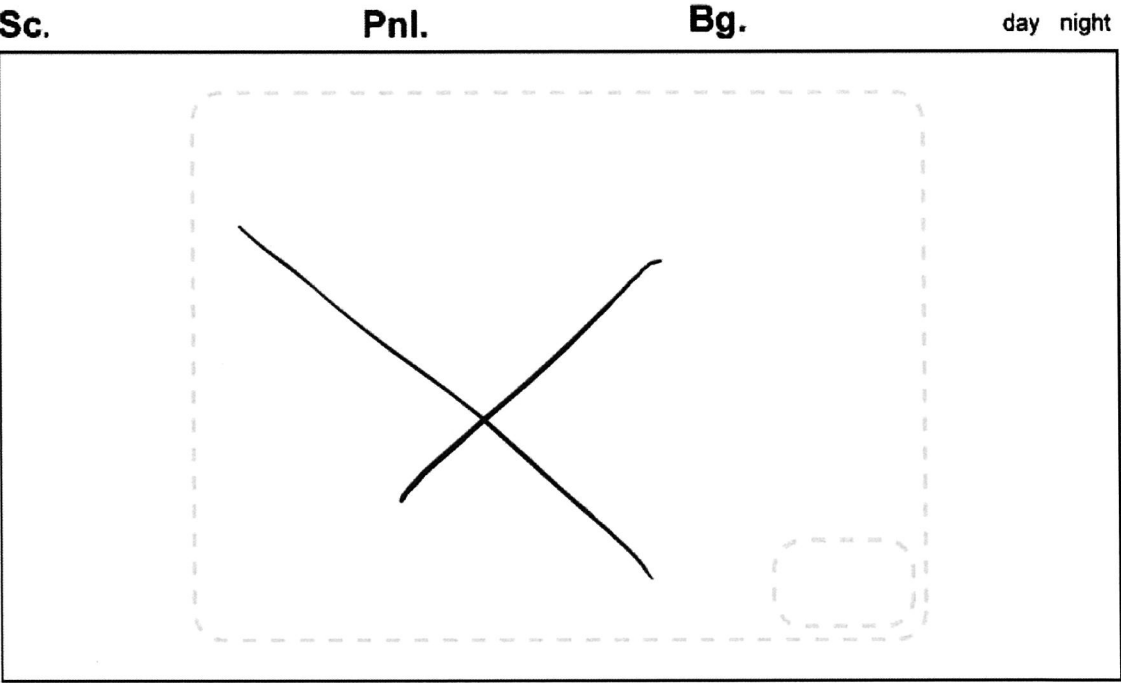
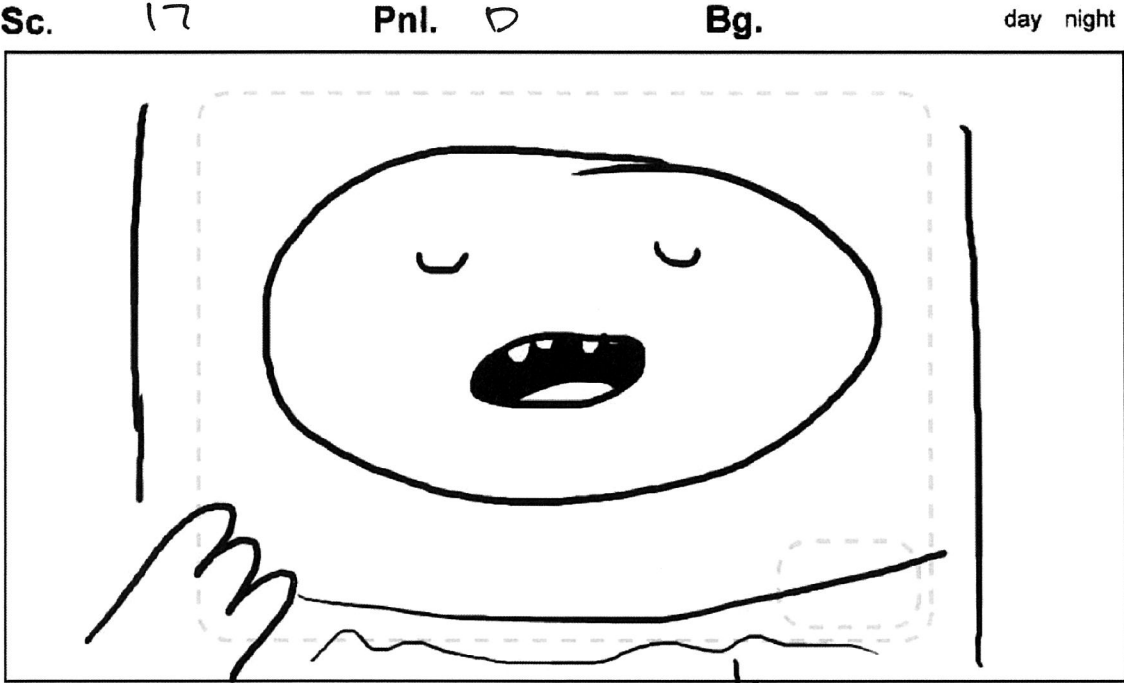
Action:

LOOKS UP INTO CAM ^{SWIFTLY} TO DELIVER LINE

Timing:

⑤ BUT WE GOTTA BUILD THIS THING FAST

ADVENTURE TIME

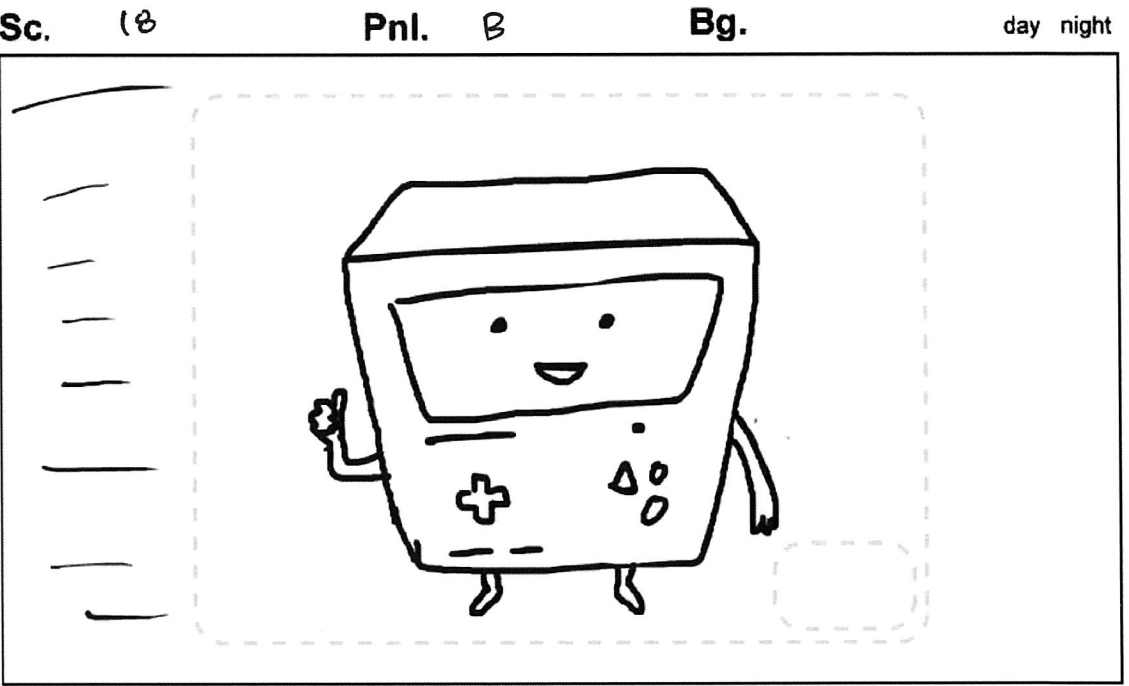
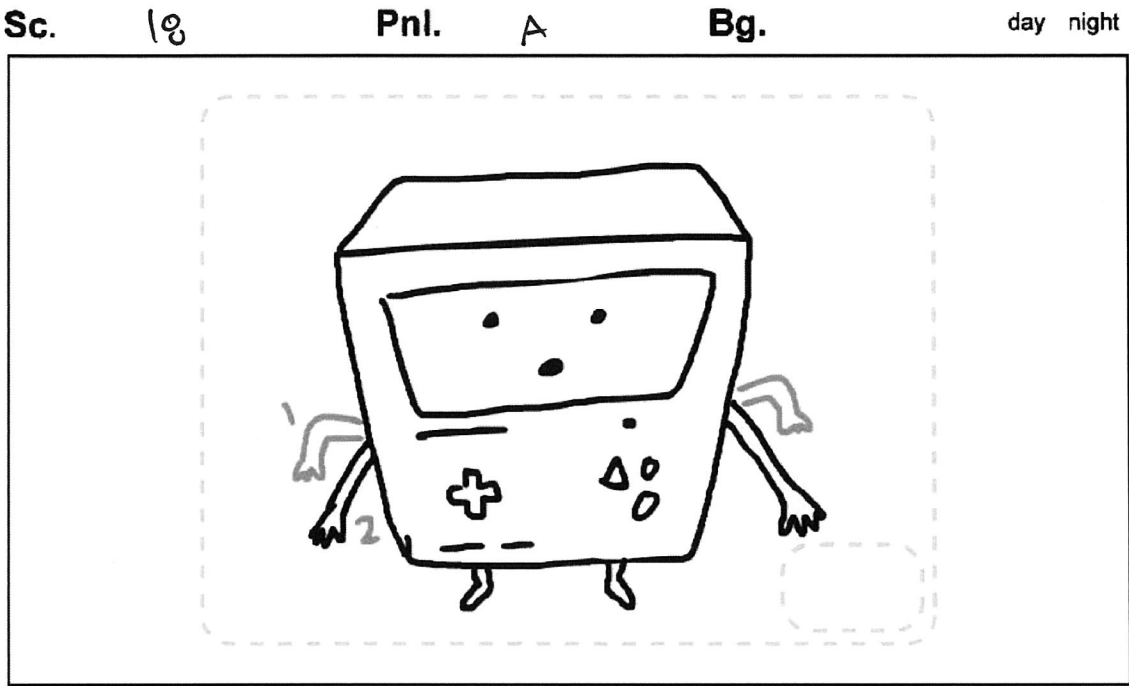


Dialog: (F) I'LL COLLECT BUILDING MATERIALS

Action: MAP WHIP OUTTA FRAME
* CAM WHIP TO NEXT *

Timing:

ADVENTURE TIME



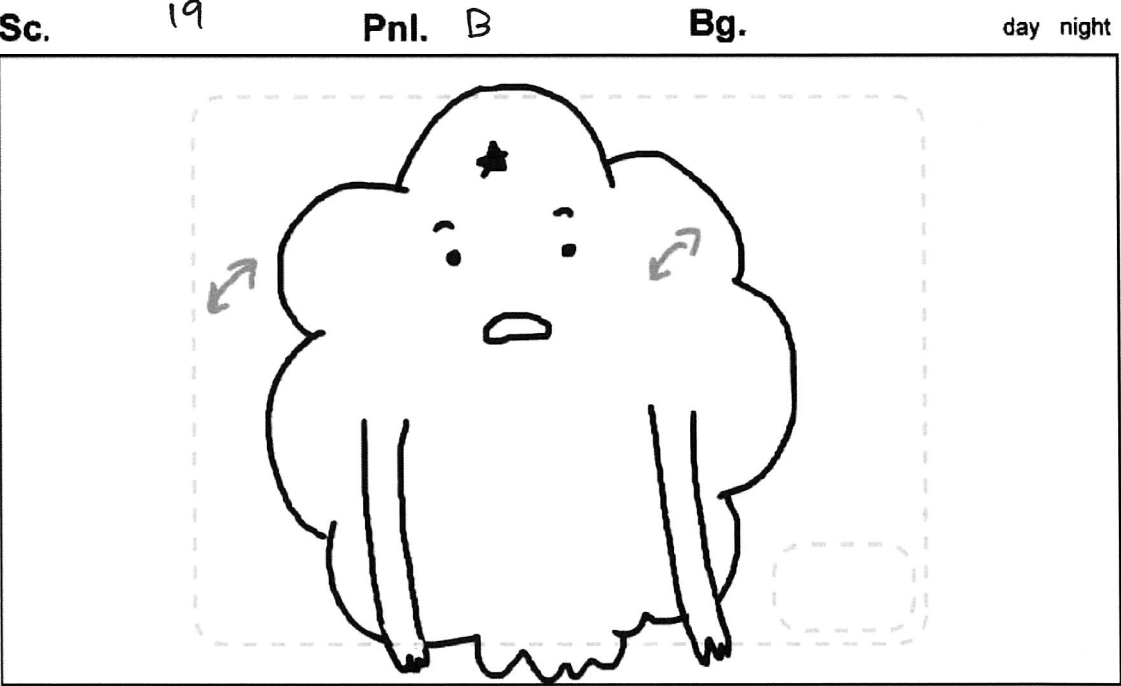
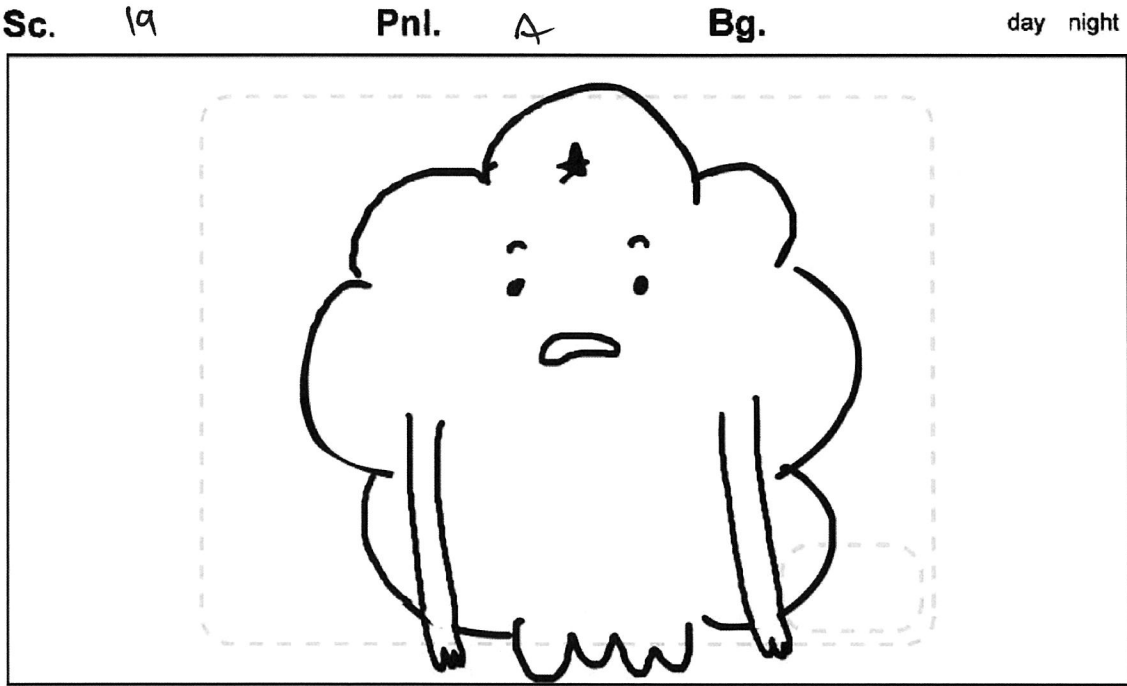
Dialog: D.S. (F) BMO, YOU STOCK UP ON WATER -

Action: QUICK * THUMBS UP RIGHT BEFORE CUT

Timing: CAM SWEEP L TO LSP

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Production :

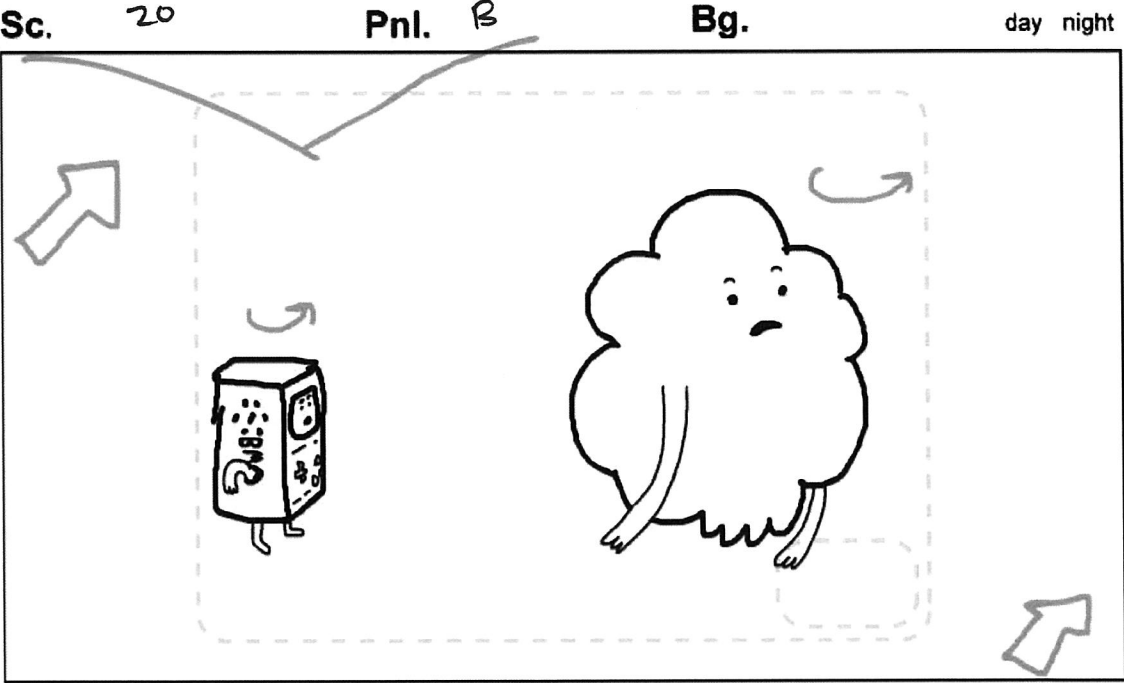
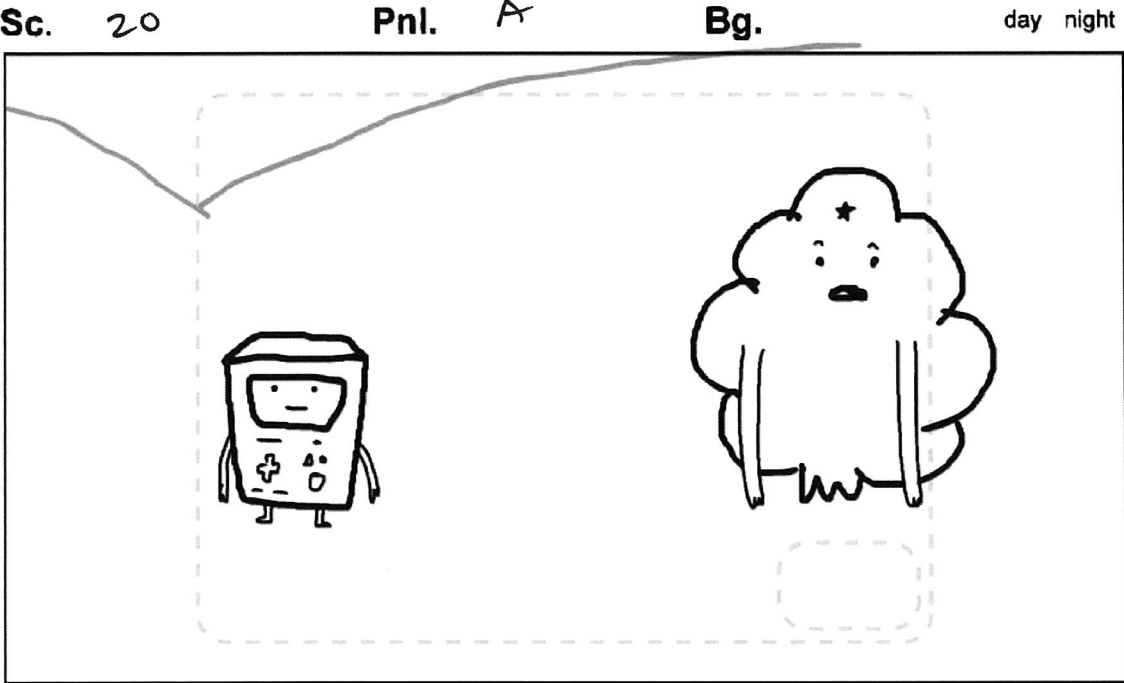
ADVENTURE TIME




Dialog:	D.S. (F) LSP, YOU GATHER FOOD
Action:	LSP NODS UP & DOWN TWICE HEAD
Timing:	

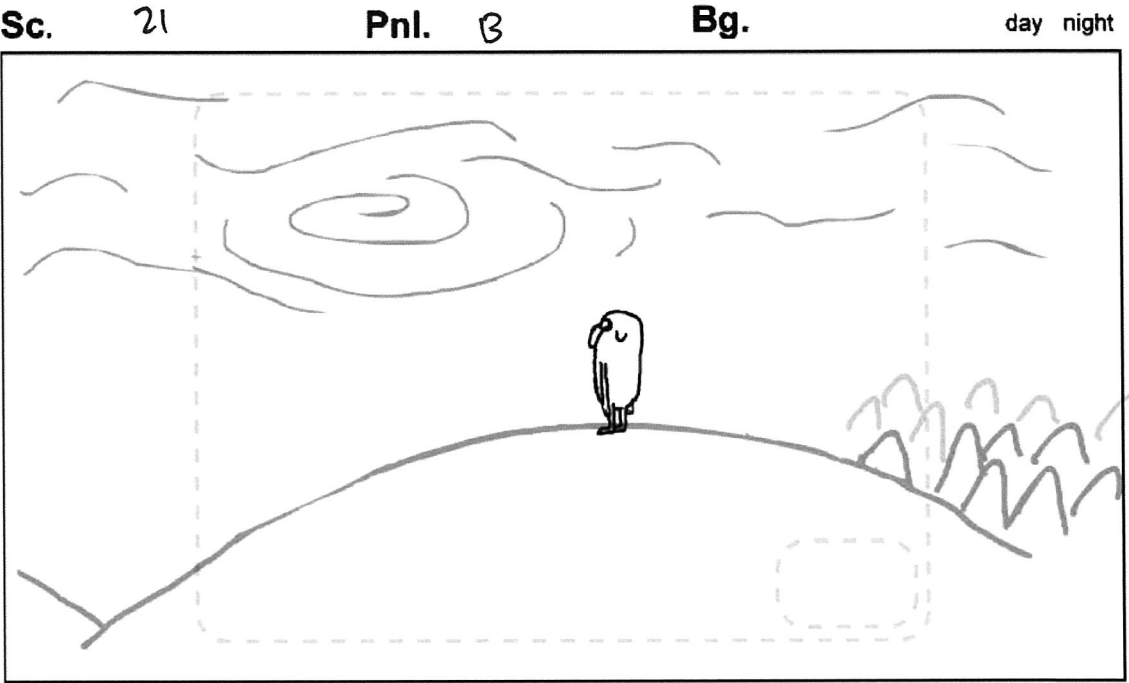
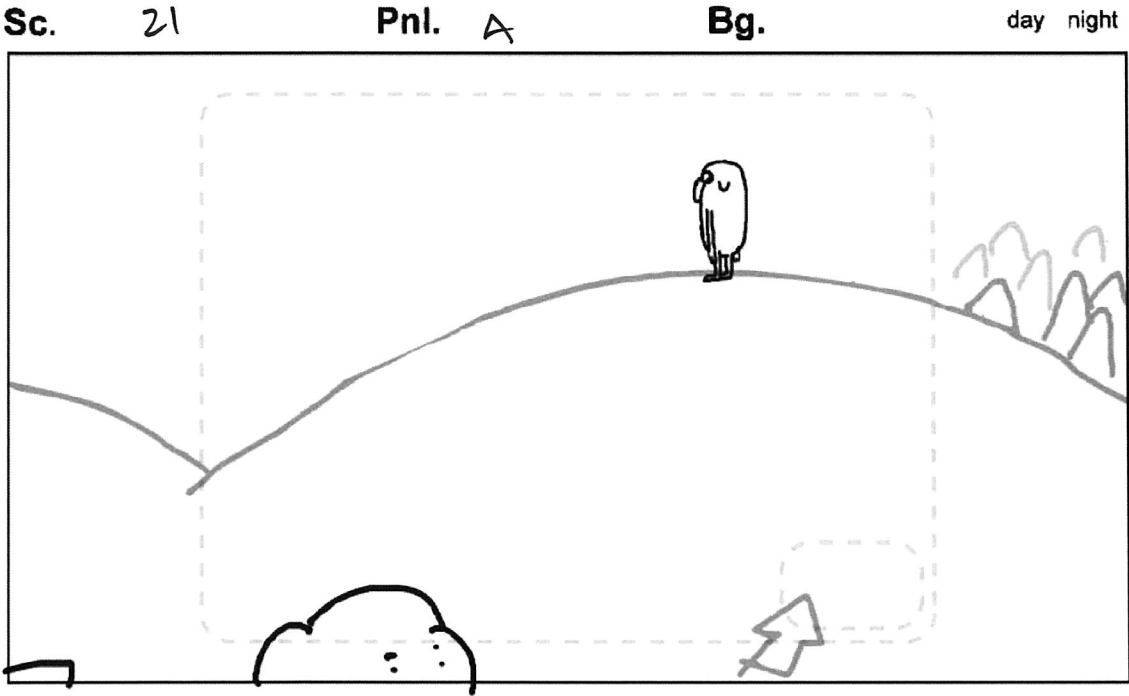
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Production :

ADVENTURE TIME



Dialog:	O.s. (F) JAKE, YOU ...	(F) WHERE'D HE GO?
Action:	* LOOKING AROUND *	
Timing:	CAM PANS UP 	

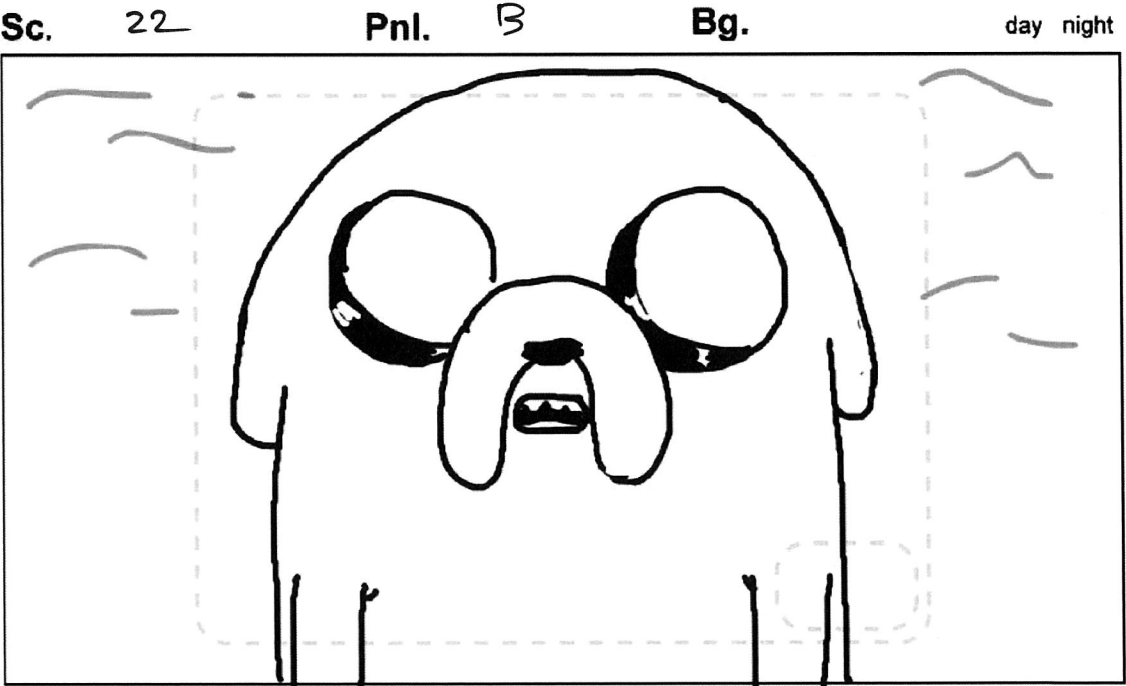
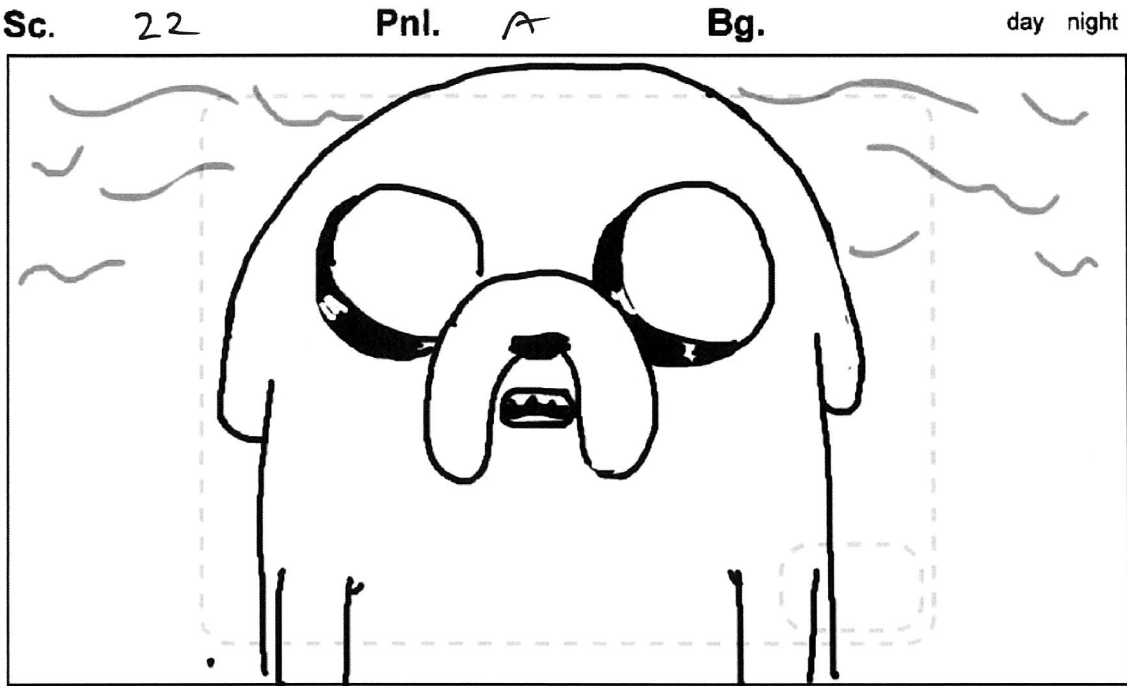
ADVENTURE TIME



Dialog:	
Action:	JAKE STARING UP AT SKY CLOUDS LOOKING WEIRD
Timing:	

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Production :

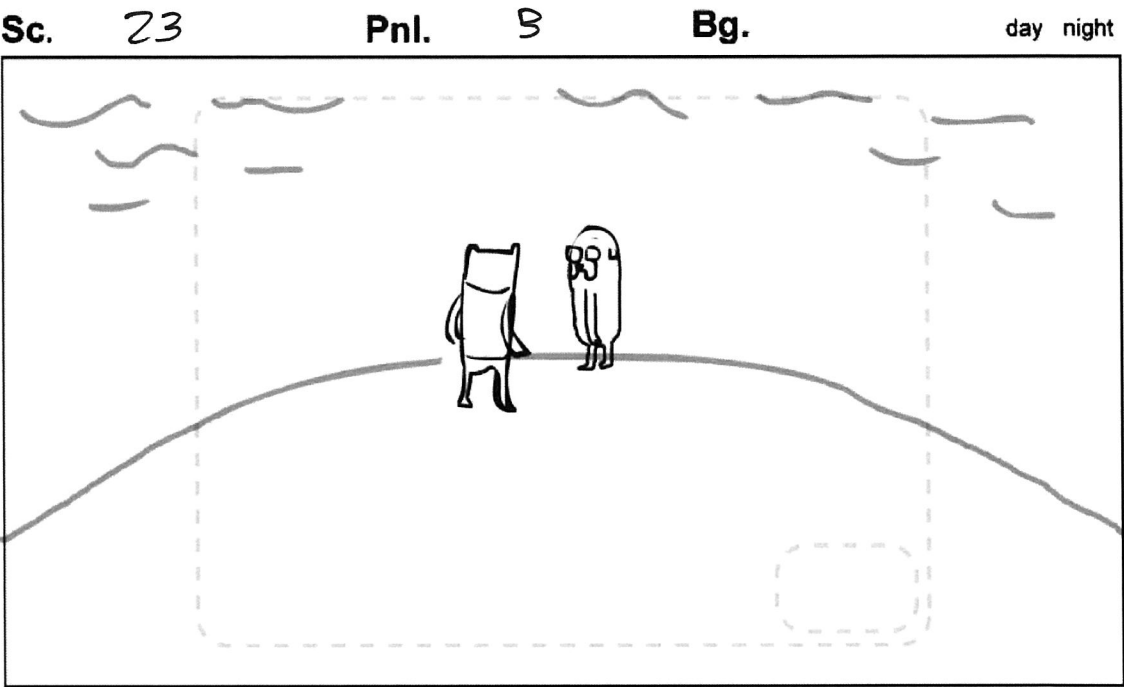
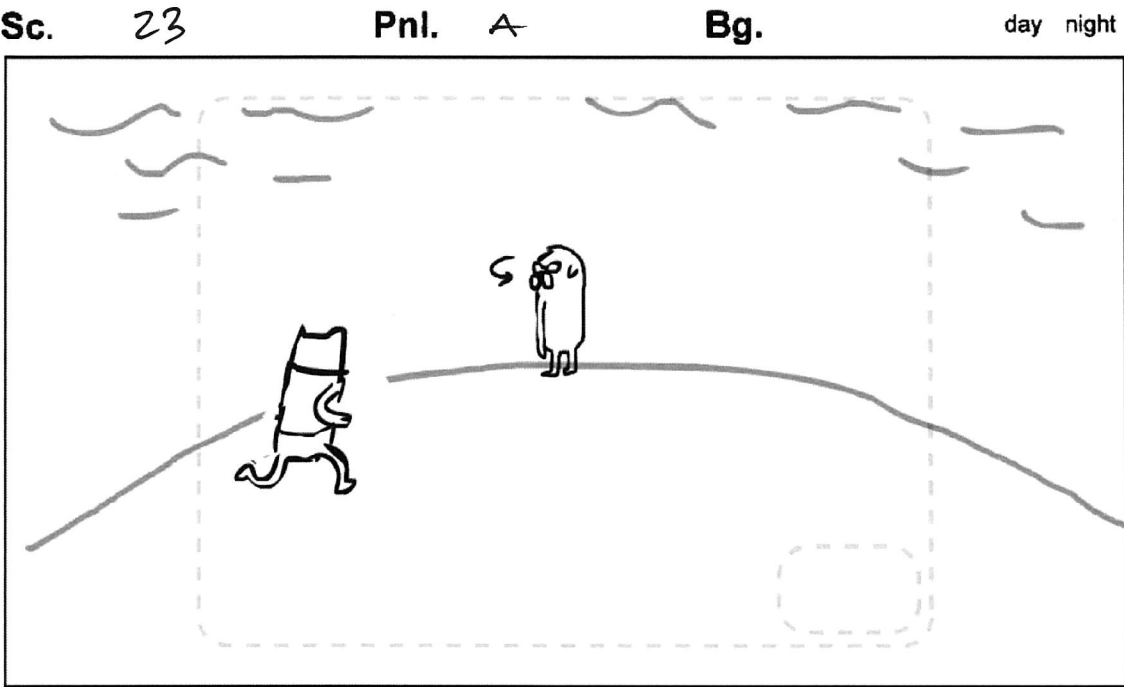
ADVENTURE TIME



Dialog:	(FINN) JAKE! O.S. RIGHT	
Action:	JAKE STARING , STORM CLOUDS REFLECTED IN EYES	JAKE TURNS HEAD
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog: FINN (A LITTLE OUT OF BREATH) HEY MAN -
- WHATCHA DOIN UP HERE? - WE NEED HELP BUILDING THE UNDERGROUND -

Action: JAKE TURNS HEAD

Timing:

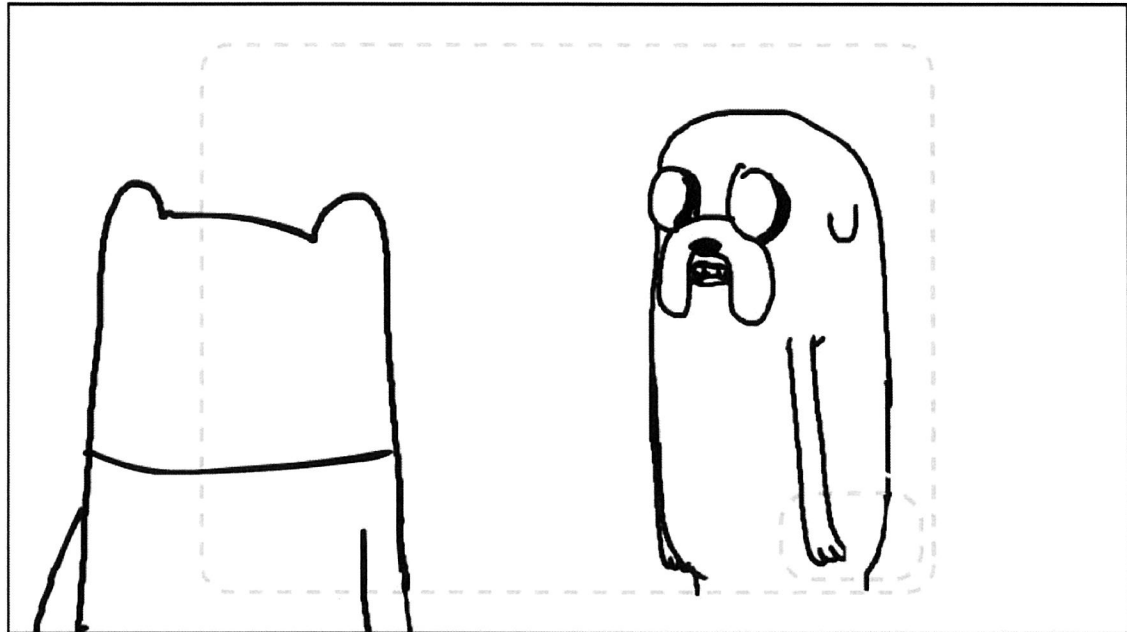
EPISODE # 1034-205

Production :

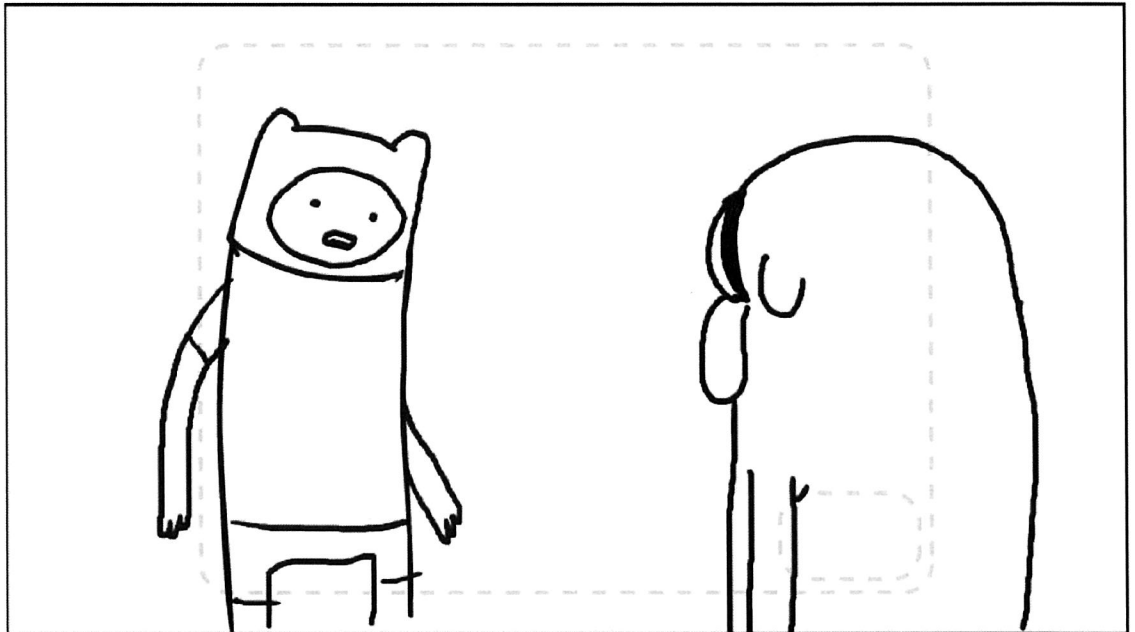
ADVENTURE TIME



Sc. 24 Pnl. A Bg. day night



Sc. 24 Pnl. B Bg. day night



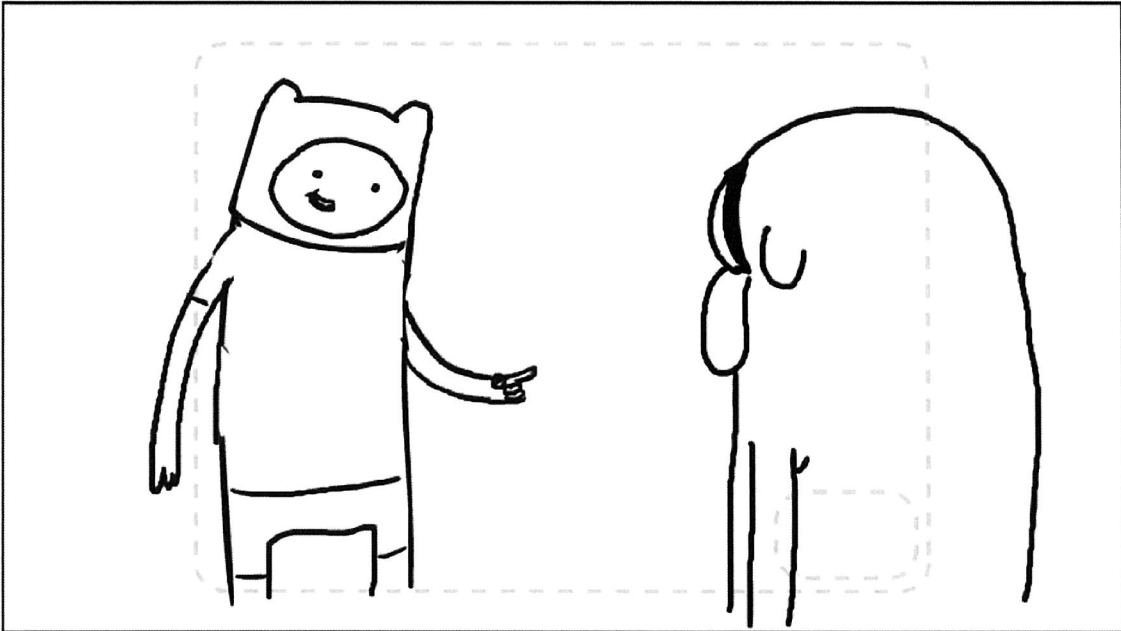
Dialog:	<p>(F) -THINGY-MA-JIGGY</p> <p>(J) *PAUSES* I... THINK I JUST NEED A LITTLE TIME UP HERE FOR A MINUTE, DUDE</p>	<p>(F) WHAT IS IT, MAN?</p>
Action:		
Timing:		

EPISODE # 1034-205
Production :

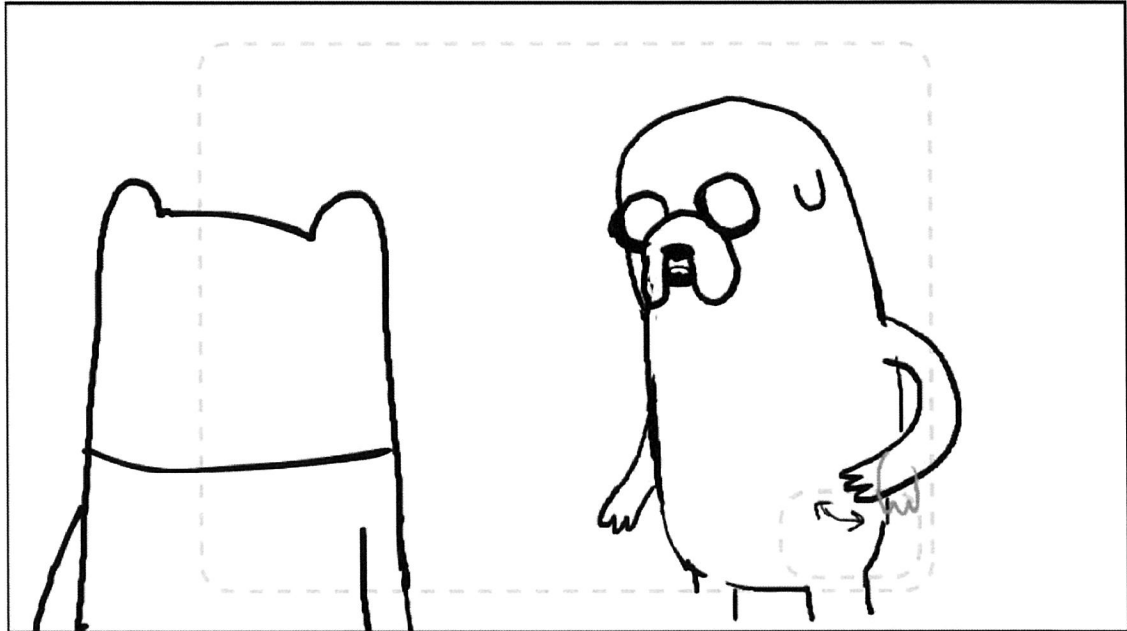
ADVENTURE TIME



Sc. 24 Pnl. C Bg. day night



Sc. 24 Pnl. D Bg. day night



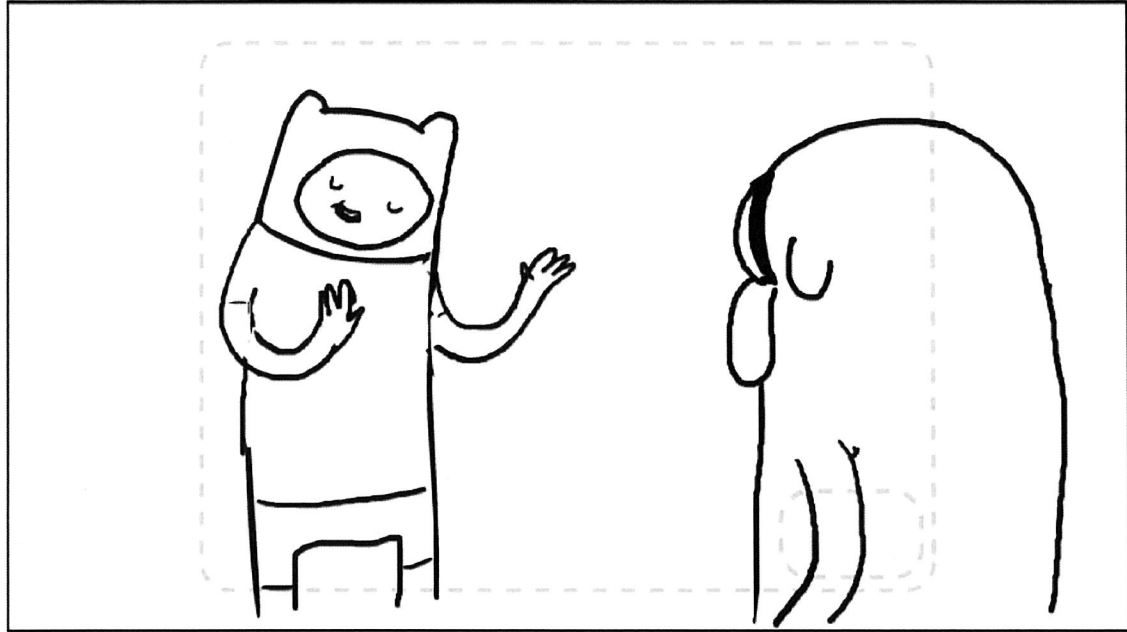
Dialog:	(F) * BEAT * NERVOUS POOTS? (J) ... NAW, NAW, MAN. NOTHING LIKE -
Action:	* J SHUFFLES HAND BACK & FORTH
Timing:	

EPISODE # 1034-205
Production :

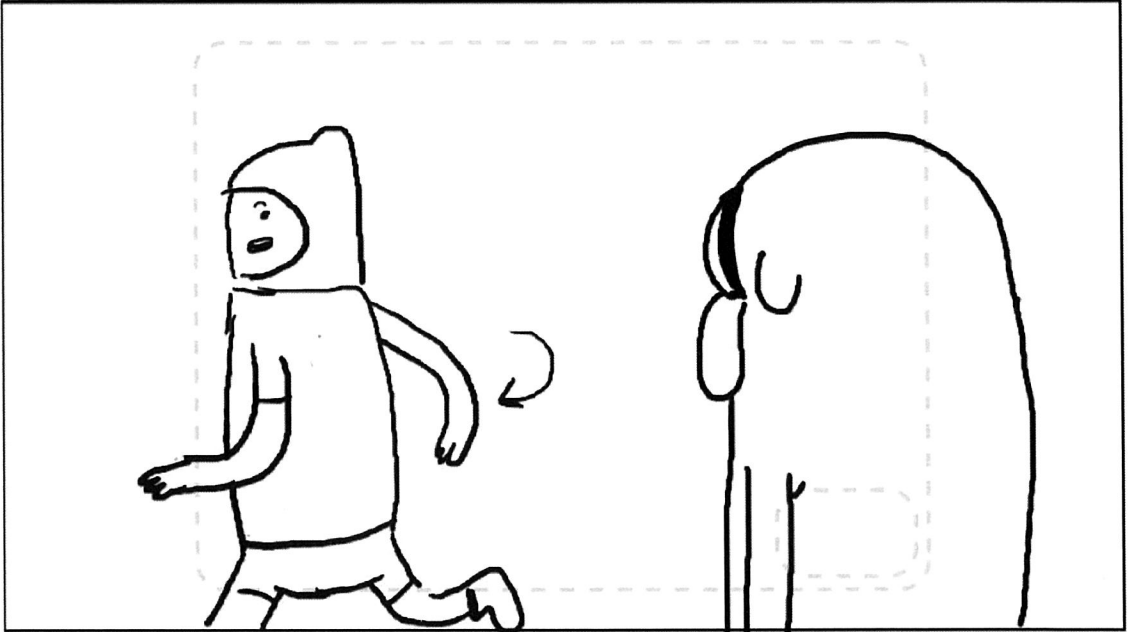
ADVENTURE TIME



Sc. 24 Pnl. E Bg. day night



Sc. 24 Pnl. F Bg. day night



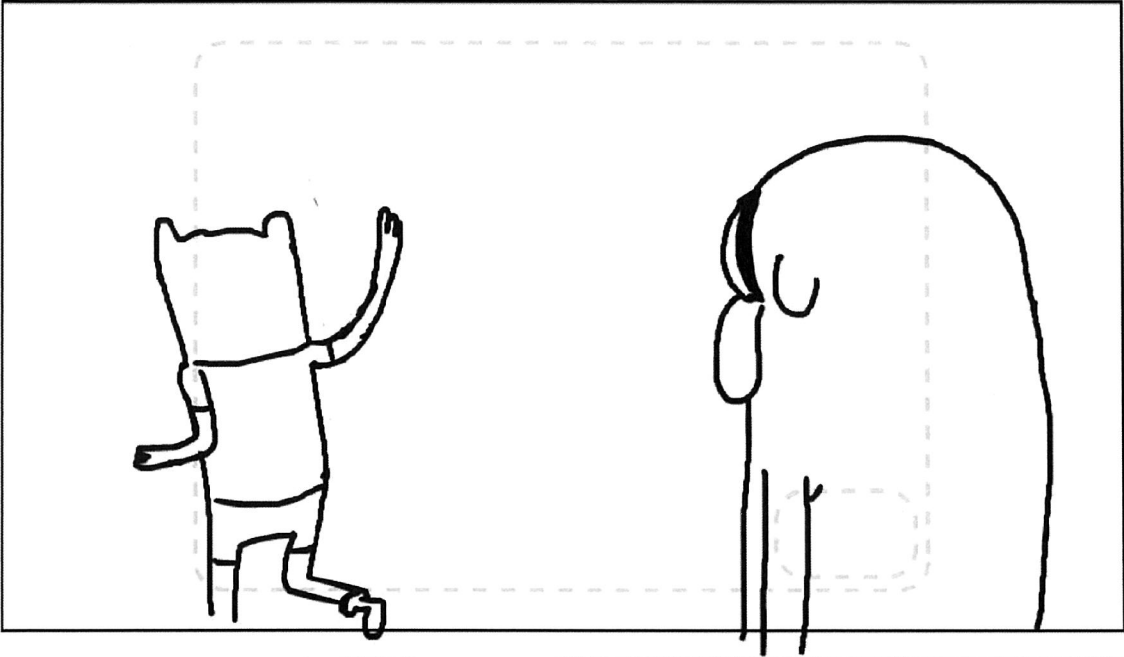
Dialog: (J) - THAT
(F) * INTERRUPTS * IT'S COOL, MAN -
(F) - JUST COME DOWN SOON -
Action: * FINN TURNS & RUNS BACK DOWN *
Timing:

EPISODE # 1034-205
Production :

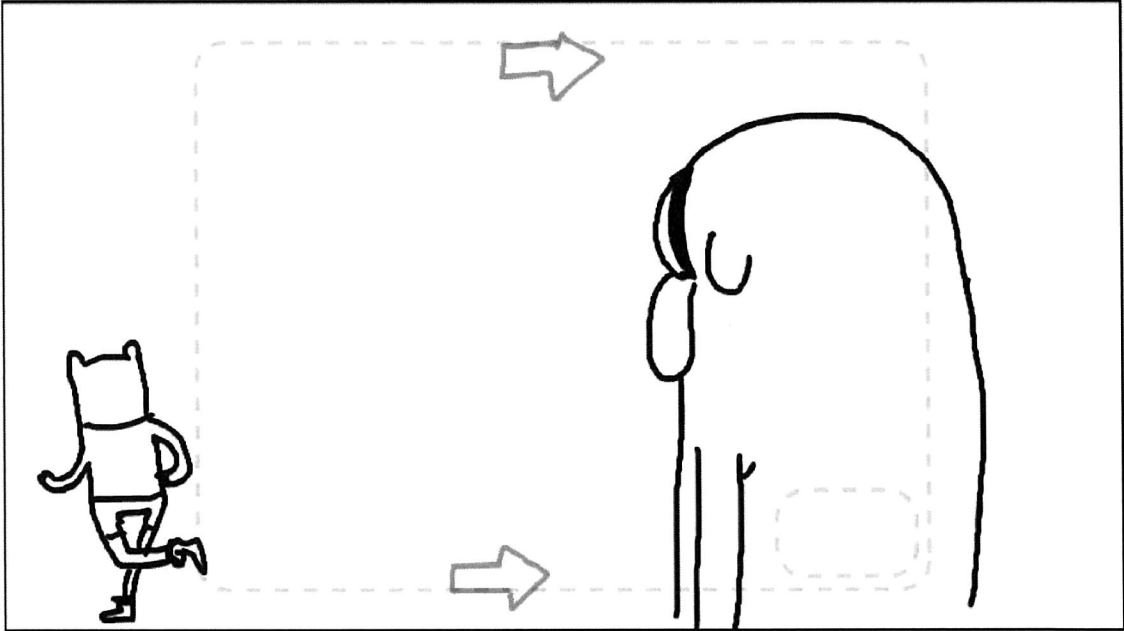
ADVENTURE TIME



Sc. 24 Pnl. 6 Bg. day night



Sc. 24 Pnl. H Bg. day night



Dialog:	(F) - WE'RE GONNA NEED -	(F) - YOUR HELP (... O.S.)
Action:	AS FINN'S VOICE TRAILS, CAM PANS SLIGHTLY RIGHT TO CENTER TAKE	
Timing:		

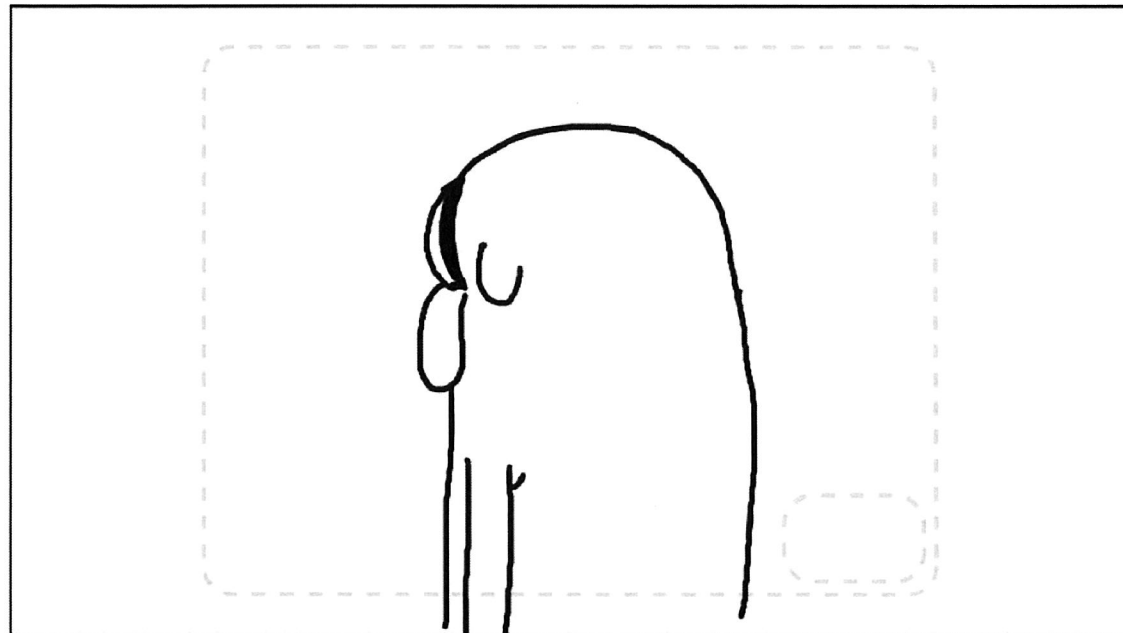
EPISODE # 1034-205
Production :

ADVENTURE TIME

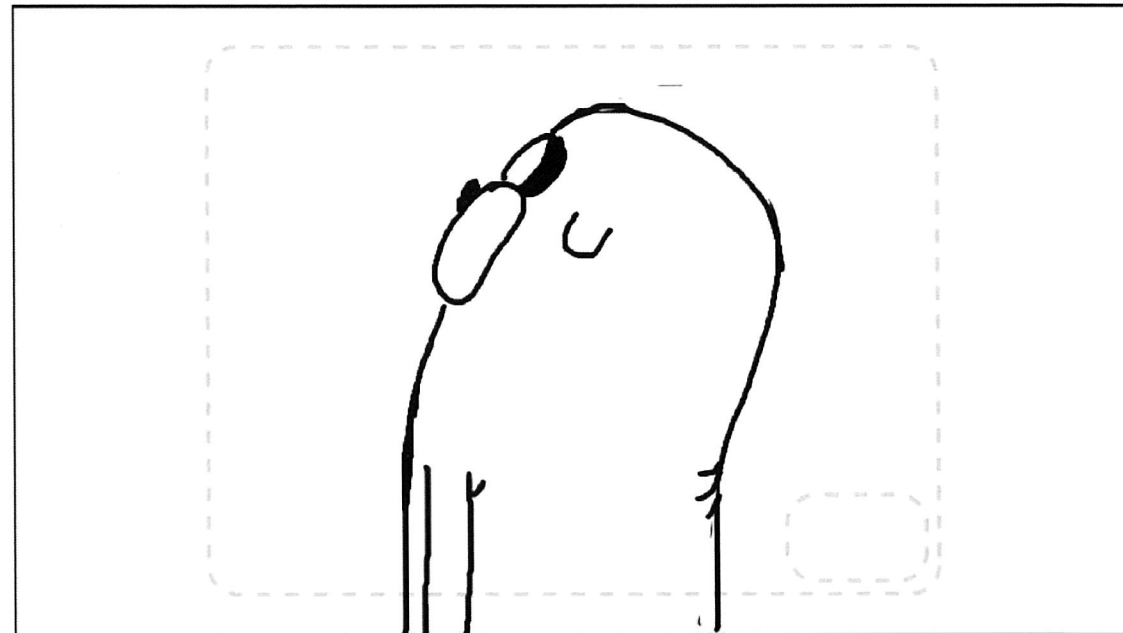


Page 38

Sc. 24 Pnl. I Bg. day night



Sc. 24 Pnl. J Bg. day night



Dialog: SFX: BIRDS FLAPPING + CALLING OVERHEAD

Action: JAKE LOOKS UP

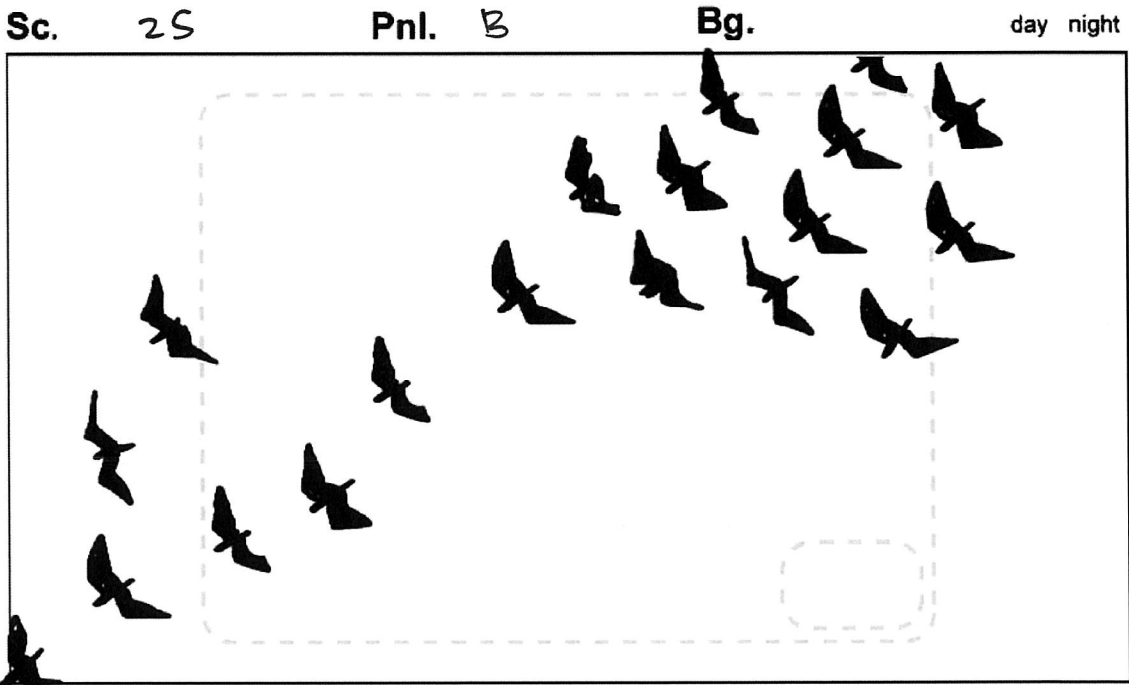
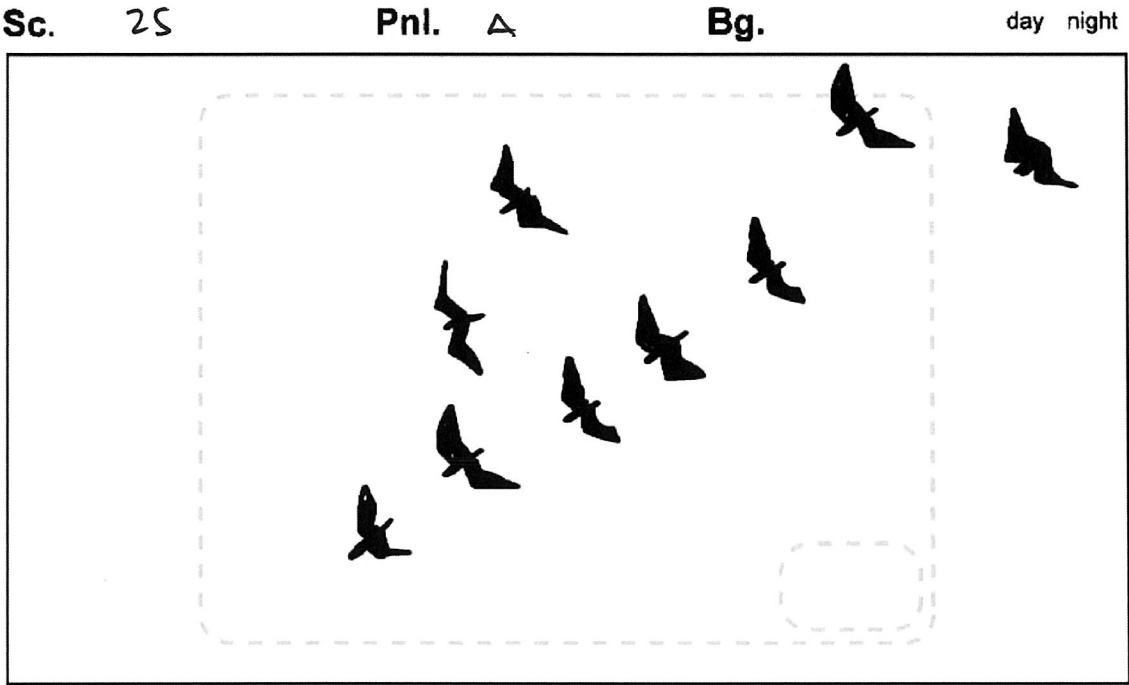
Timing:

1034-205

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
Action:	BIRDS FLY FAST OVERHEAD (MAYBE FORMATION IS SUBTLY A J SHAPE)
Timing:	

EPISODE # 1034-205
Production :

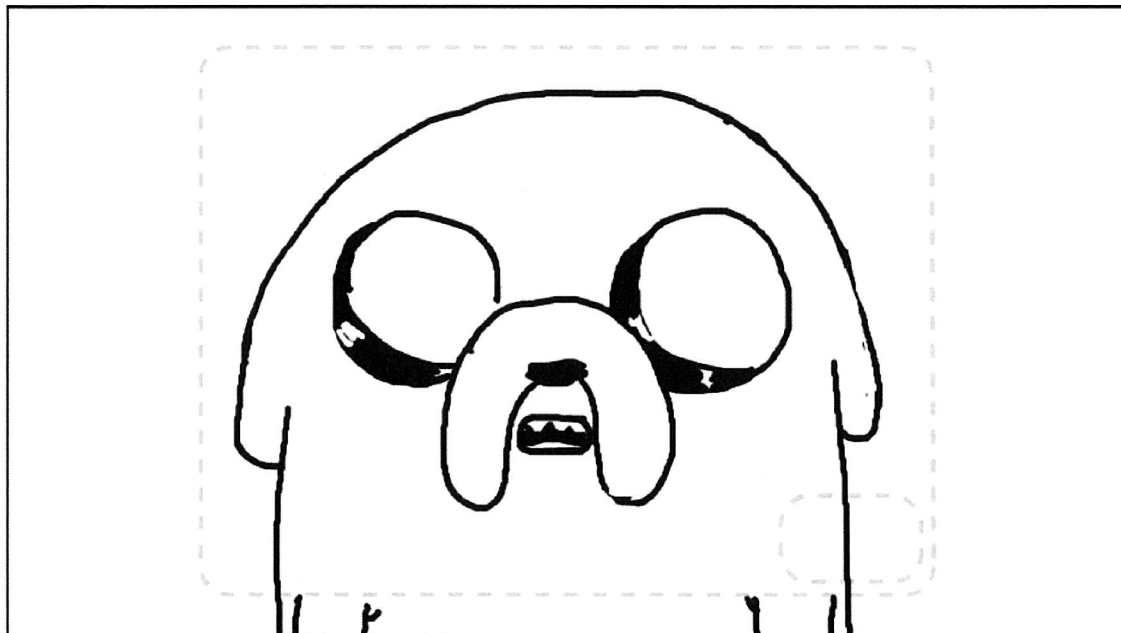
ADVENTURE TIME



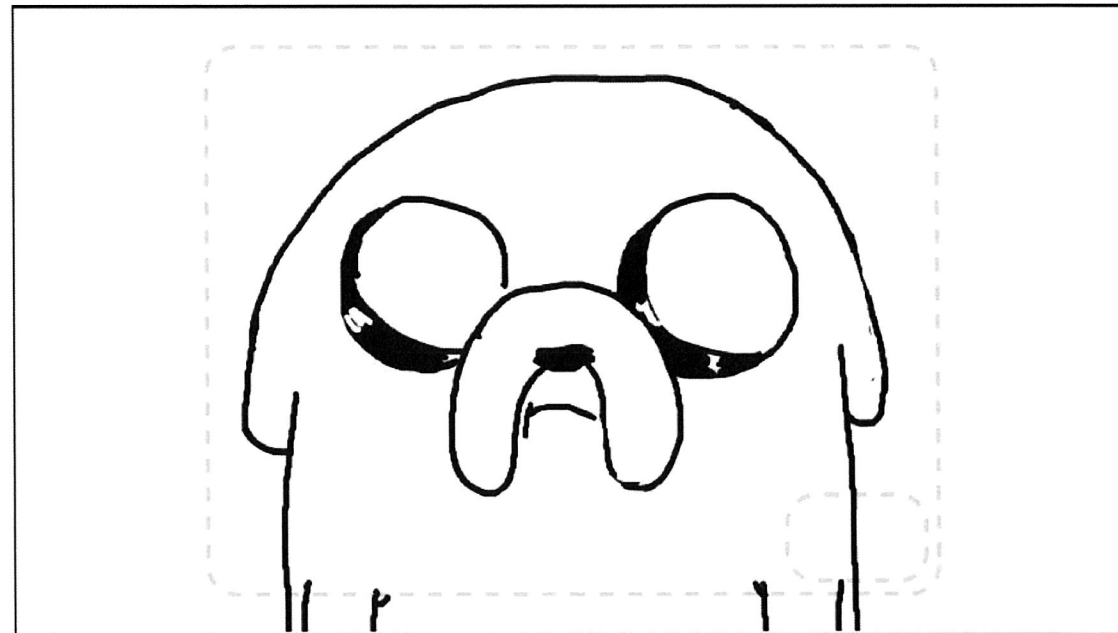
40

Page

Sc. 26 Pnl. A Bg. day night



Sc. 26 Pnl. B Bg. day night



Dialog:

(J) Hmmm

* PAUSE *

Action:

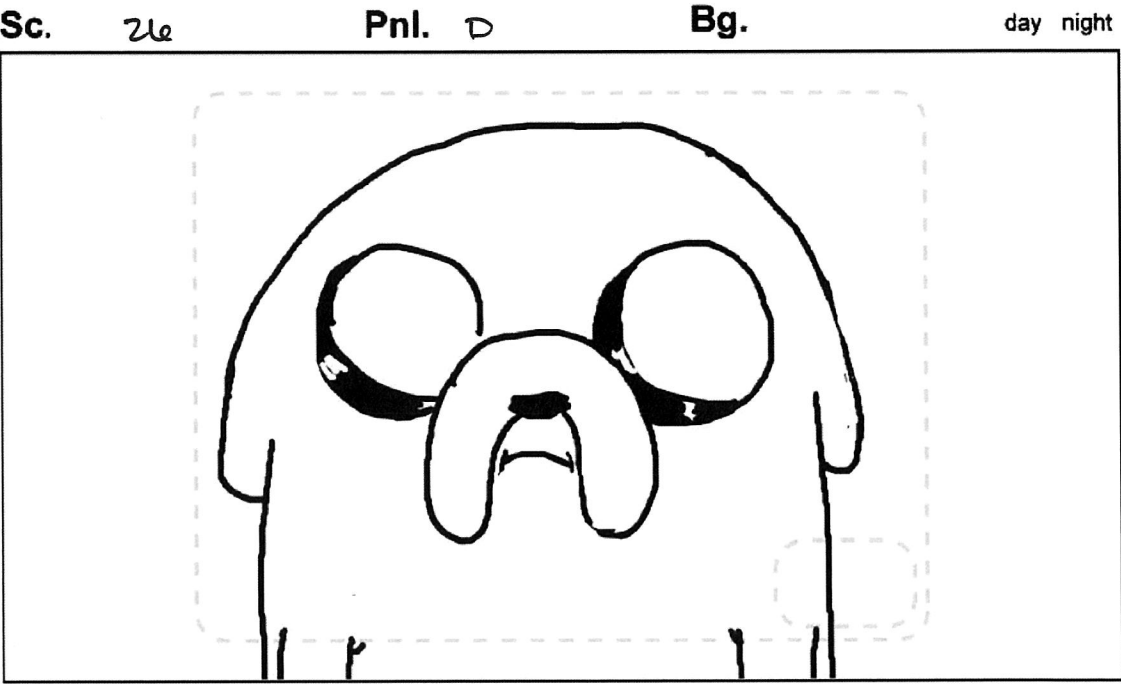
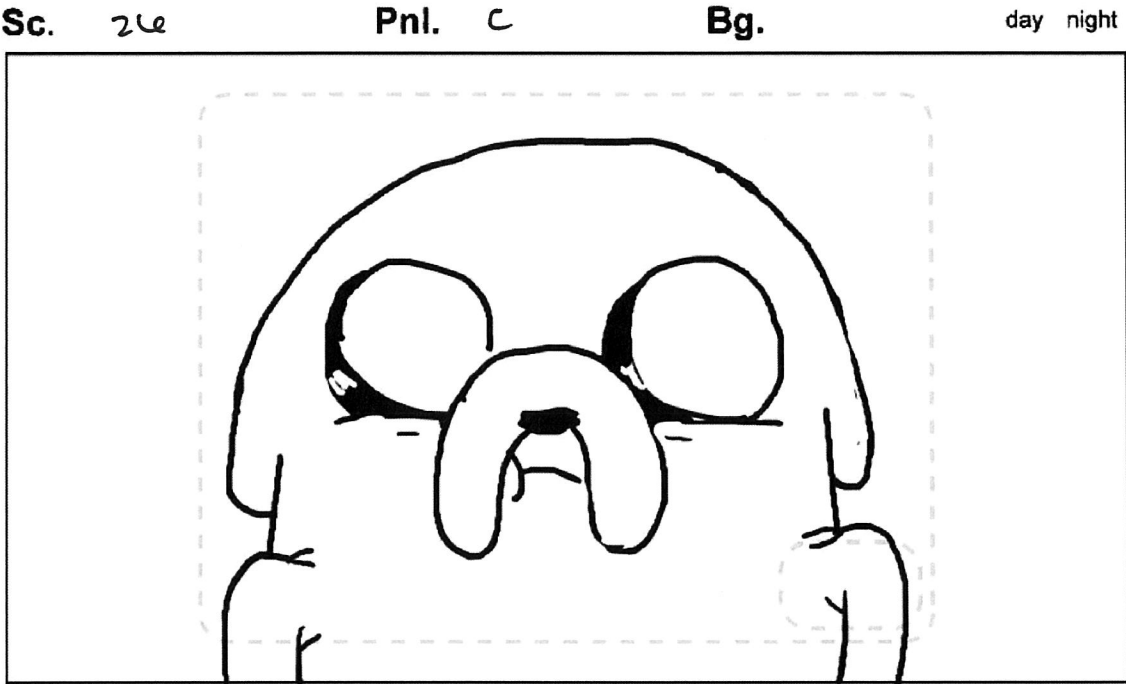
JAKE WATCHES, TAKES DEEP BREATH IN, THEN EXHALES OUT A PONDERING GROAN DISSATISFIED/

Timing:

EPISODE # 1034-205

Production :

ADVENTURE TIME



Dialog:
SFX /*FART*
Action:
Timing:

ADVENTURE TIME



42

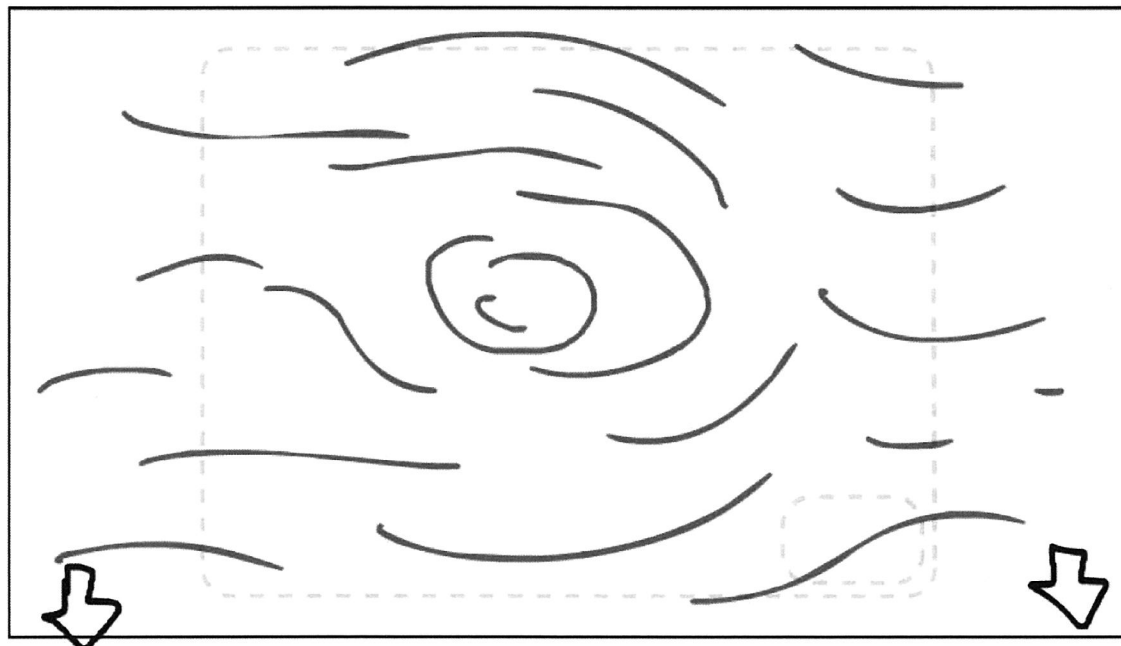
Page

Sc. 27

Pnl. A

Bg.

day night

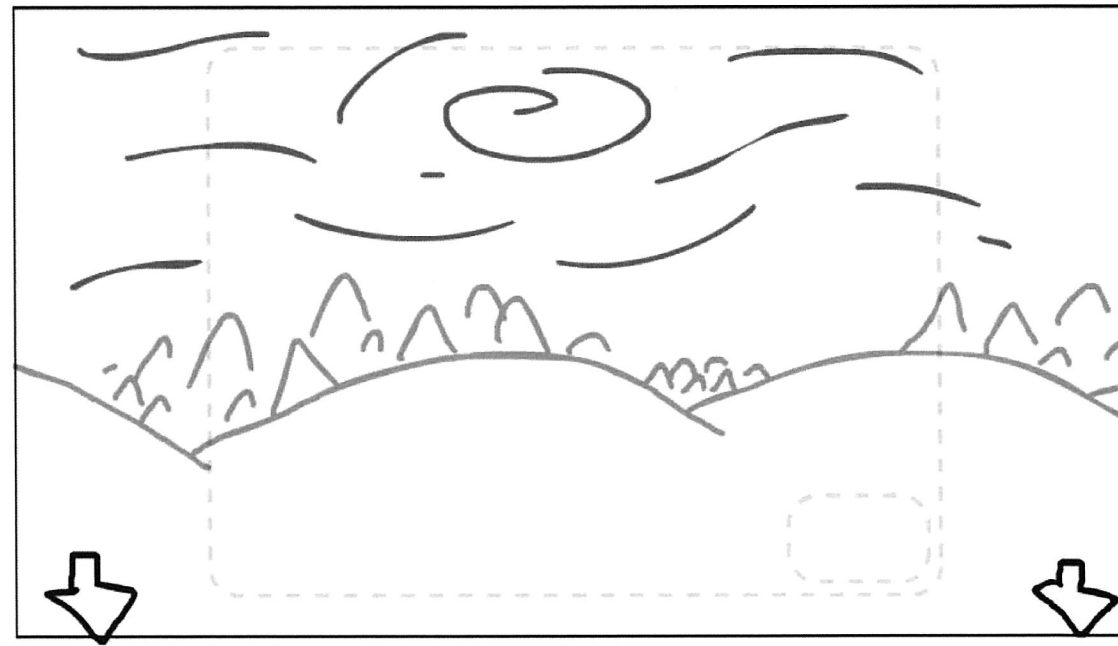


Sc. 27

Pnl. B

Bg.

day night



Dialog:

Action:

CAM PAN DOWN

Timing:

FADE INTO CRAZY SKY SHOT

1034-205

EPISODE #

Production :

ADVENTURE TIME



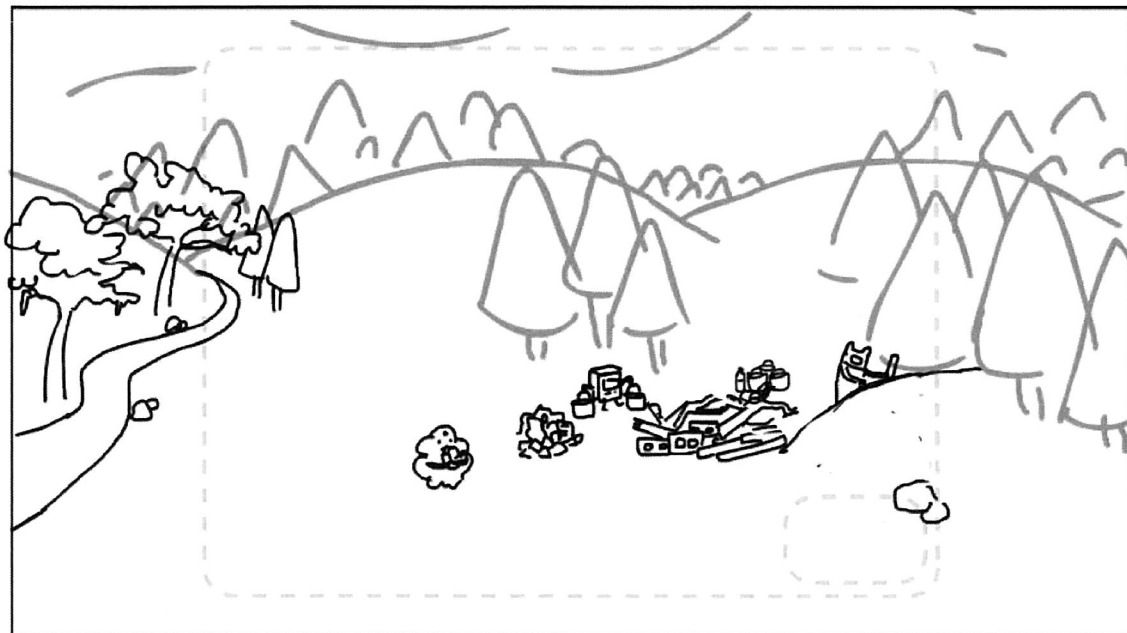
Page 43

Sc. 28

Pnl. A

Bg.

day night



Sc. 29

Pnl. A

Bg.

day night



Dialog:

(F) Hrrrr—

Action:

LSP GATHERING FOOD, BMO GETTING WATER +
FINN MAKING PILE OF BUILDING STUFF

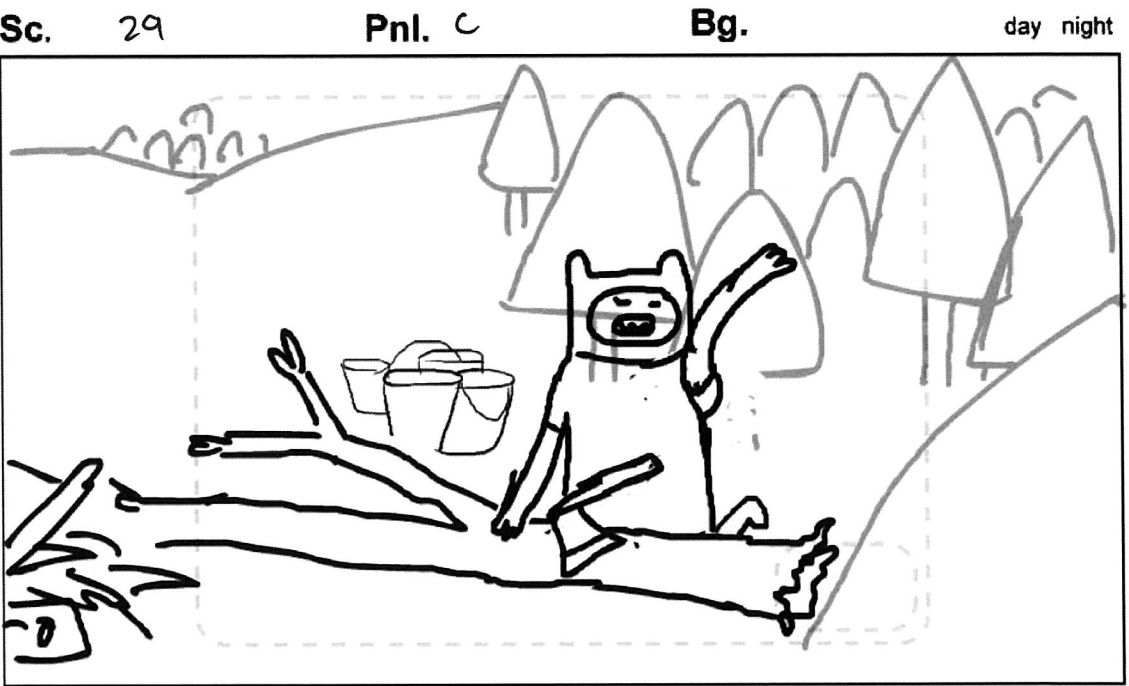
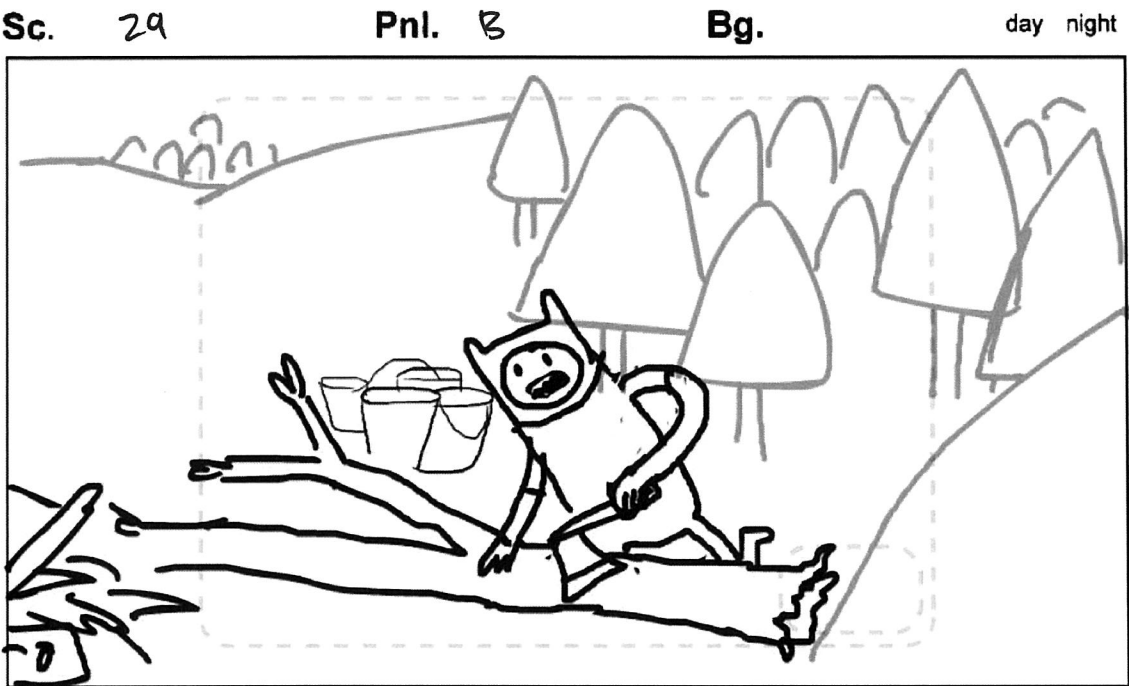
FINN SWINGS AX

Timing:

EPISODE # 1034-205

Production :

ADVENTURE TIME



Dialog: (F) - AHHH!

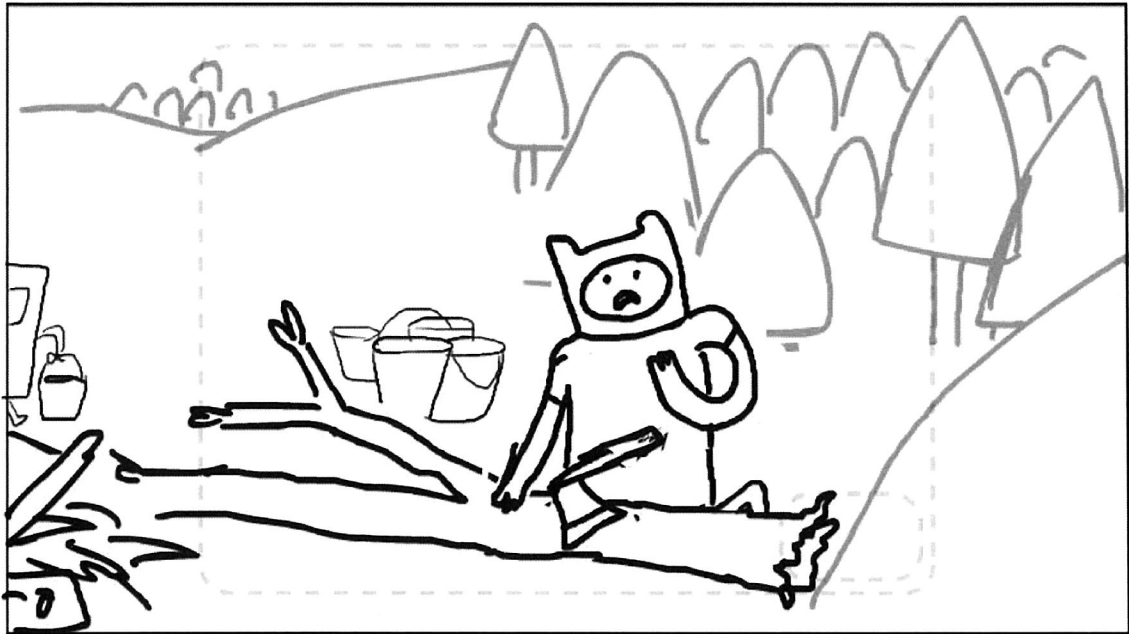
Action:	FINN'S BODY LIFTS UP SLIGHTLY W/ FORCE OF SWING	AX STAYS STUCK IN TREE, FINN'S HAND LIFTS OFF
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 29 Pnl. D Bg. day night

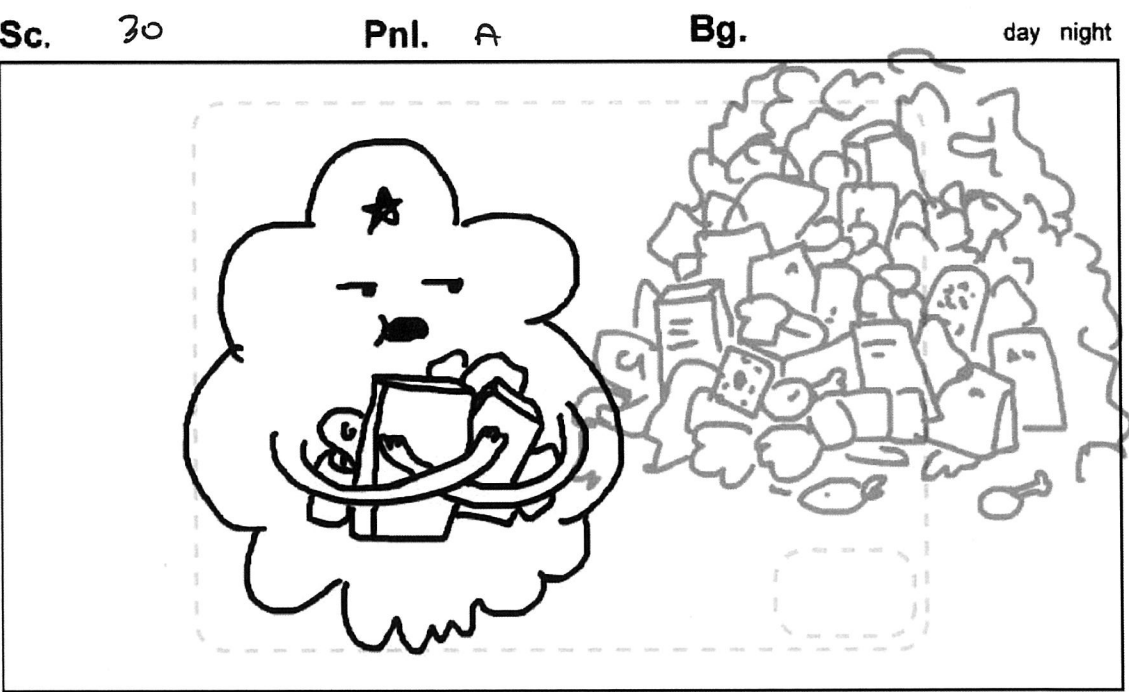
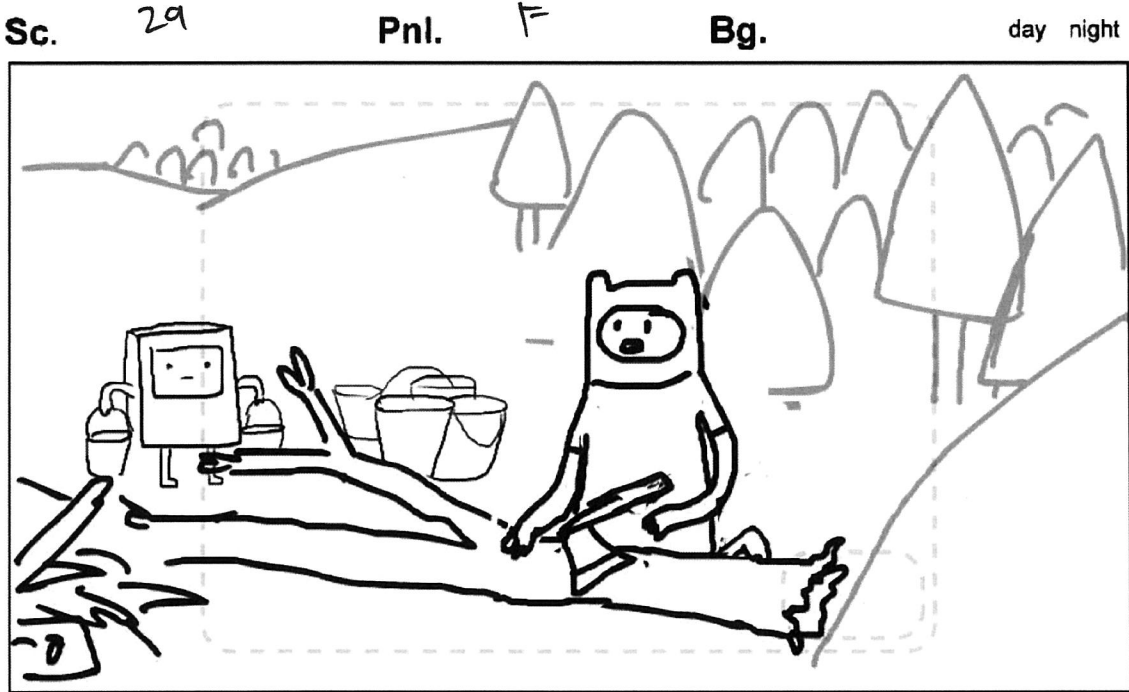


Sc. 29 Pnl. E Bg. day night



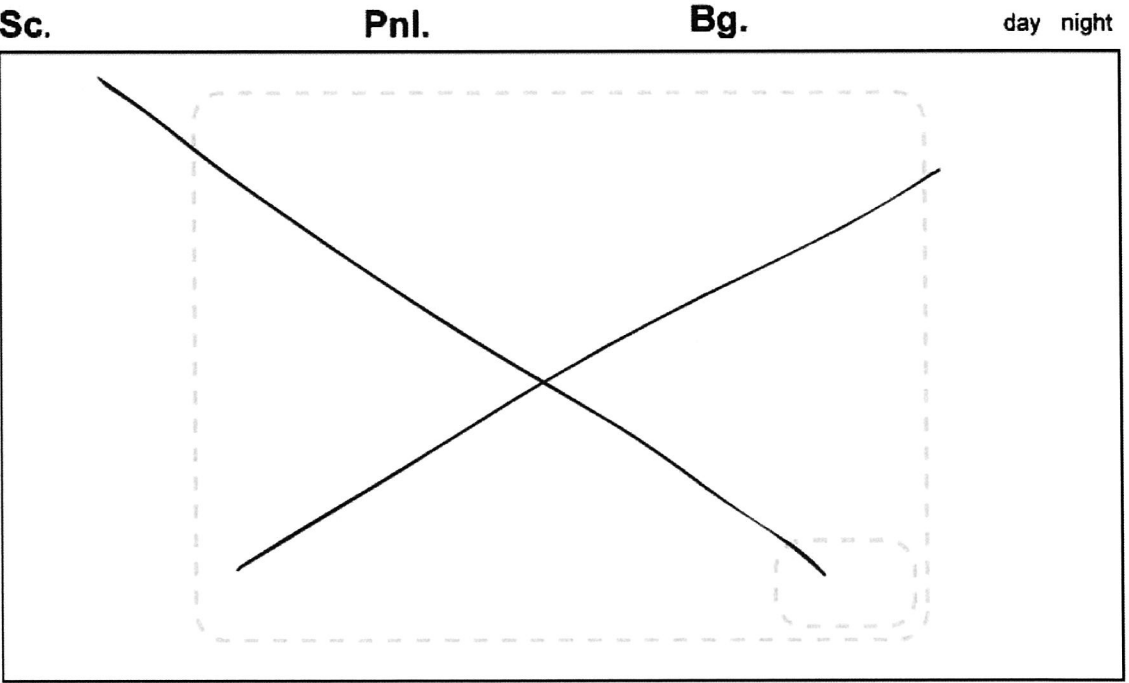
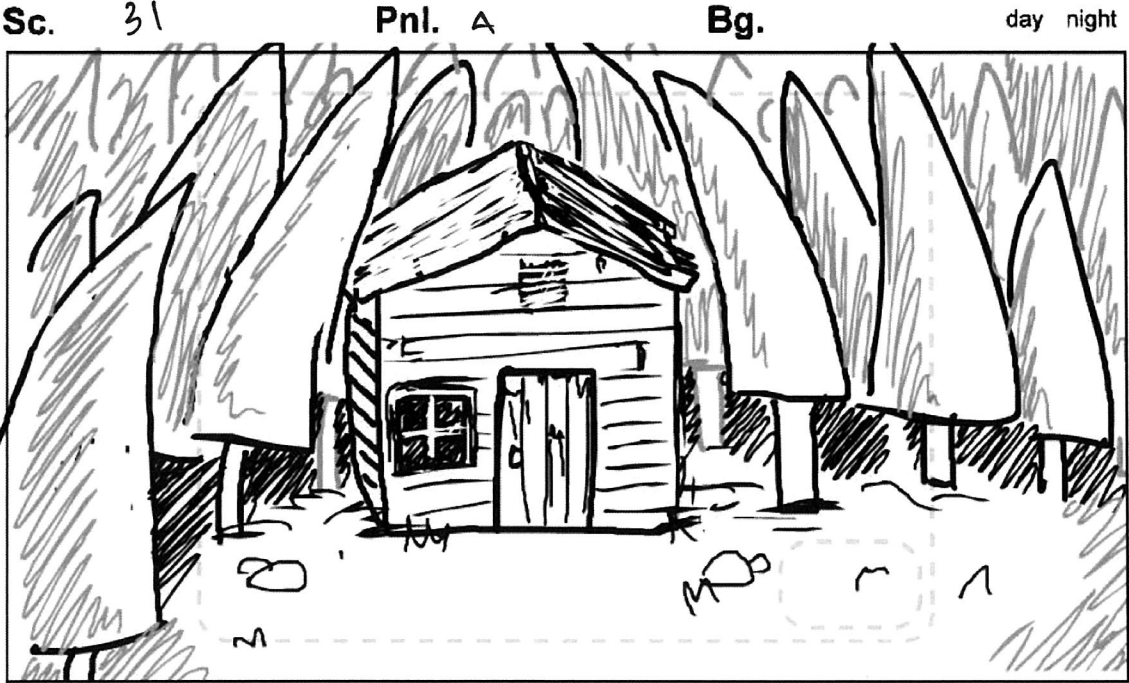
Dialog:	(F) AW MAN! THIS IS GONNA TAKE ME ALL DAY!
Action:	FINN REALIZES BMO WALKS UP
Timing:	

ADVENTURE TIME



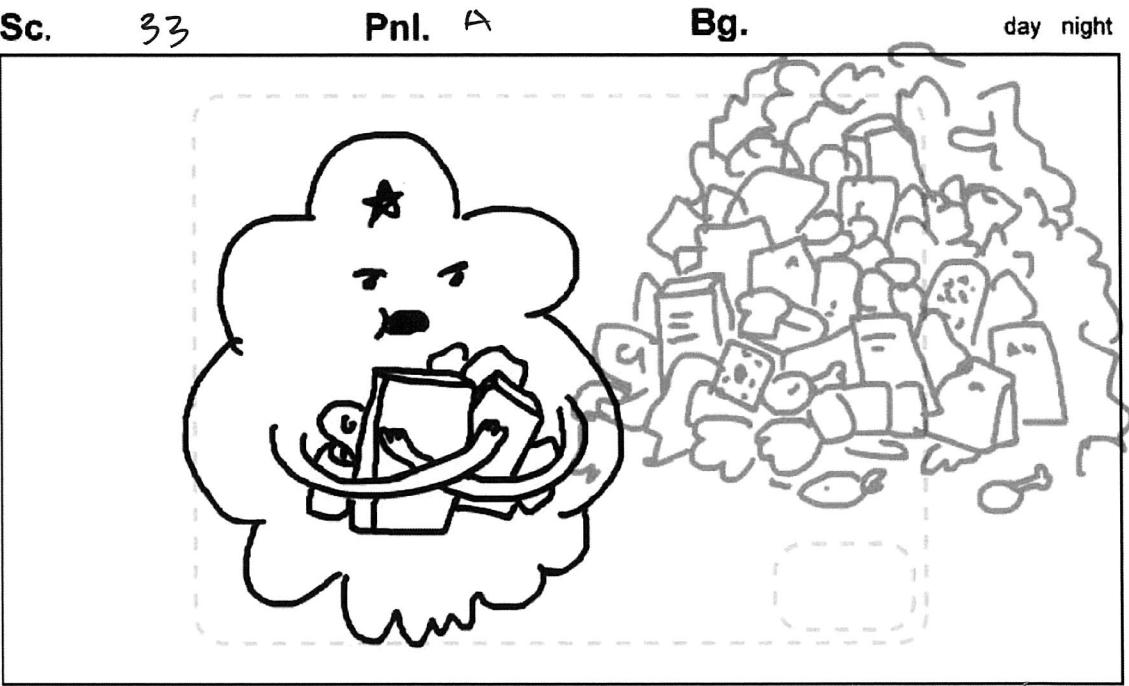
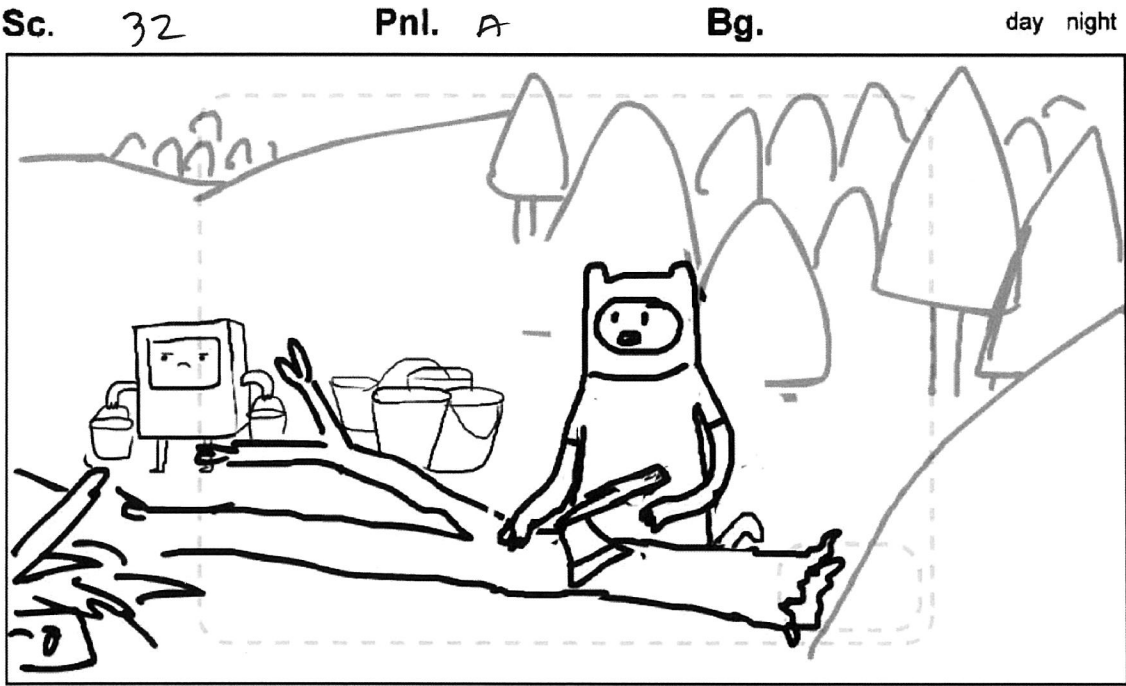
Dialog:	<p>F WHERE YOU GETTIN' ALL THAT FOOD, LSP?</p> <p>LSP I TOOK IT FROM THAT GUY'S HOUSE - 1 2 1</p>
Action:	<p>BMO STOPS</p> <p>LSP HOVERING IN PLACE (EYES + BODY GESTURE LEFT)</p>
Timing:	<p>1 2</p>

ADVENTURE TIME



Dialog:
Action: CAM SWISH PANS OVER TO HOUSE + BACK →
Timing:

ADVENTURE TIME



Dialog: (F) WHAT!?

(LSP) CHILL, HOMIE!!! NOBODY'S HOME - IT'S LIKE, ABANDONED OR SOMETHING

Action:

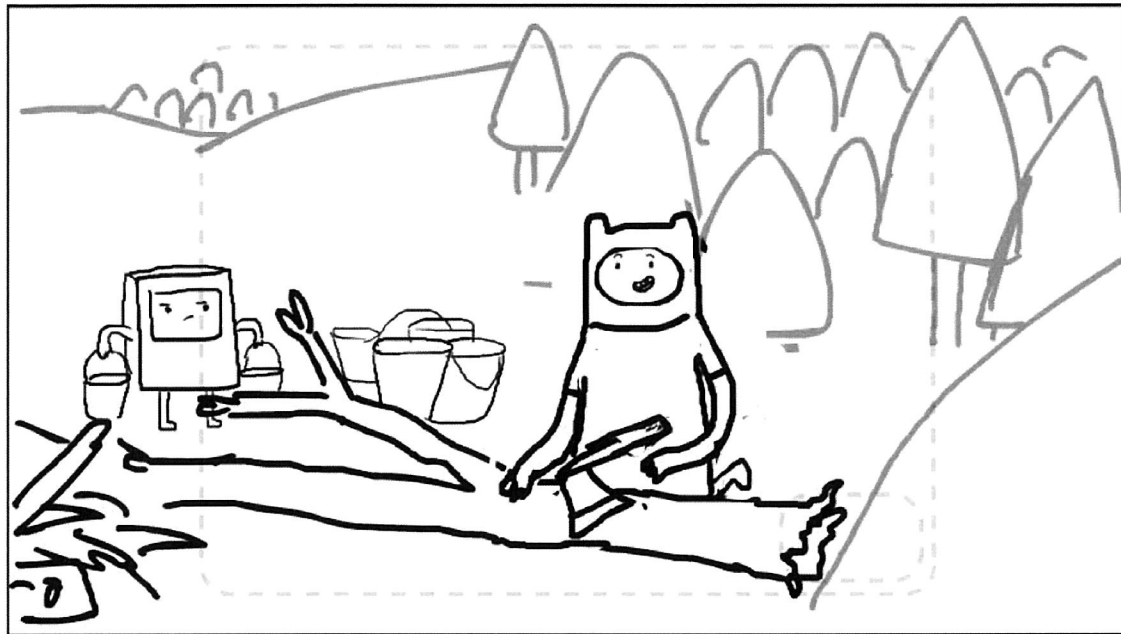
Timing:

EPISODE # 1034-205
Production :

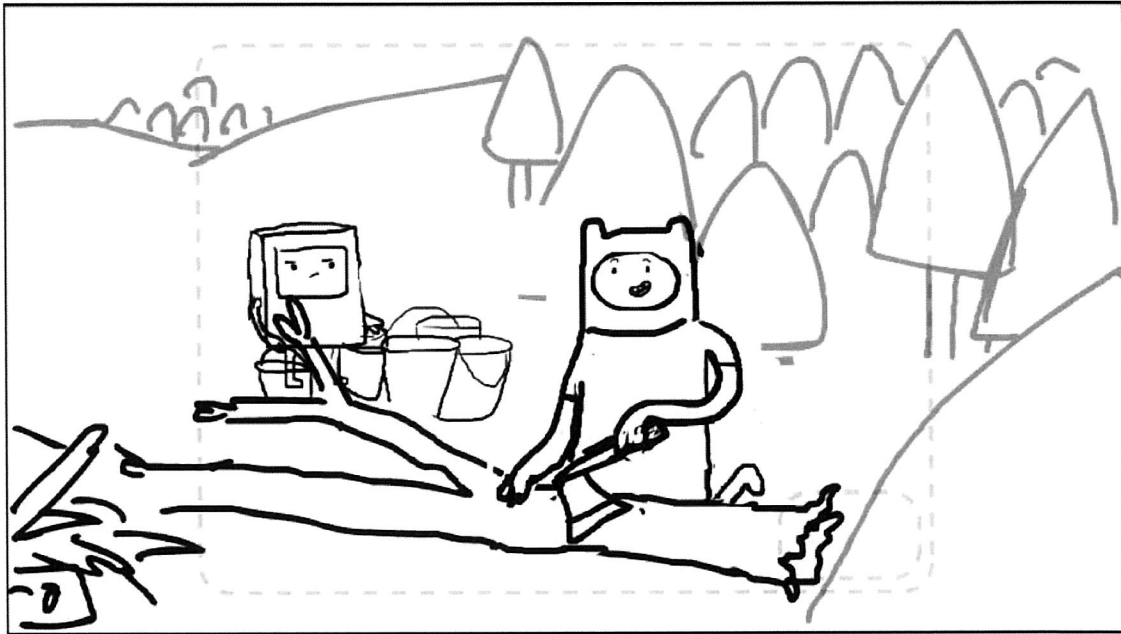
ADVENTURE TIME



Sc. 34 Pnl. A Bg. day night

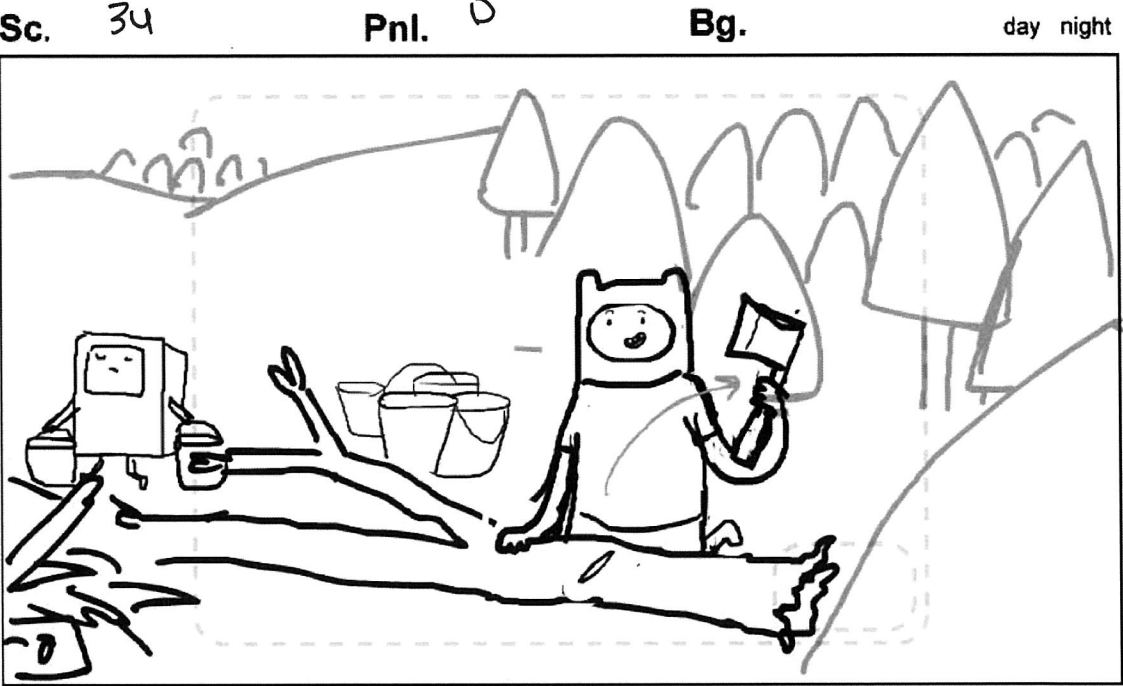
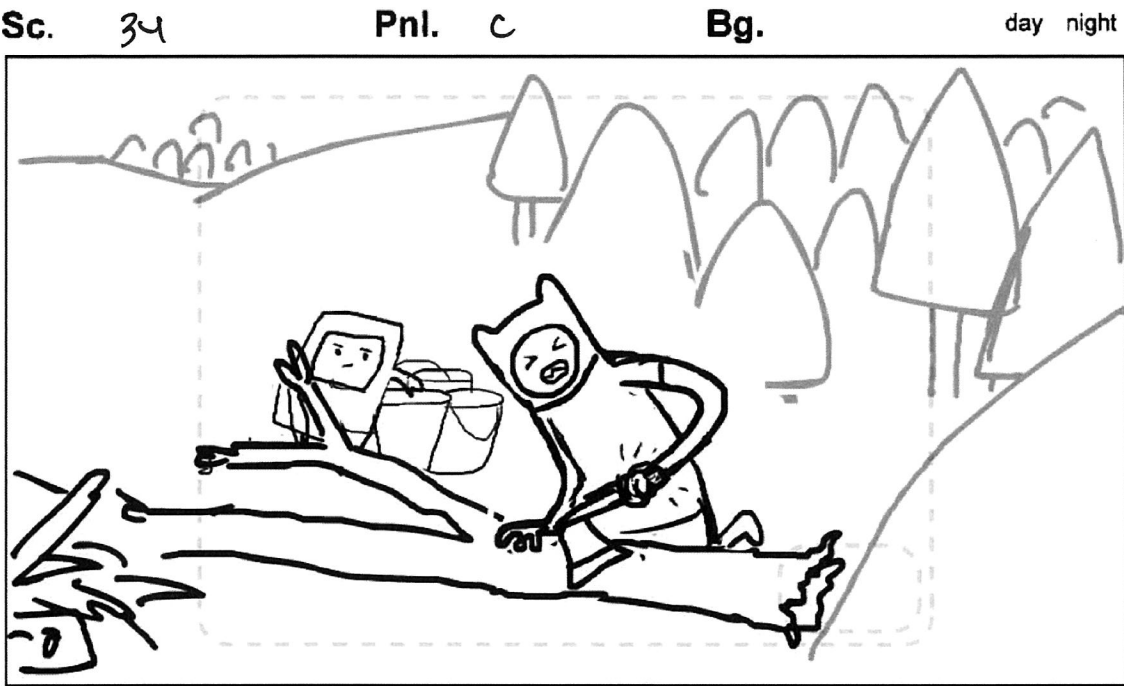


Sc. 34 Pnl. B Bg. day night



Dialog:	(F) YEAH?	(F) ... OKAAAAAY.....
Action:	GRABS AX BMO CONTINUES WALKING + SETS DOWN WATER	
Timing:		

ADVENTURE TIME



Dialog:	* BEAT *
Action:	AX COMES BUT QUICK BMO PICKS UP EMPTY PAILS
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME

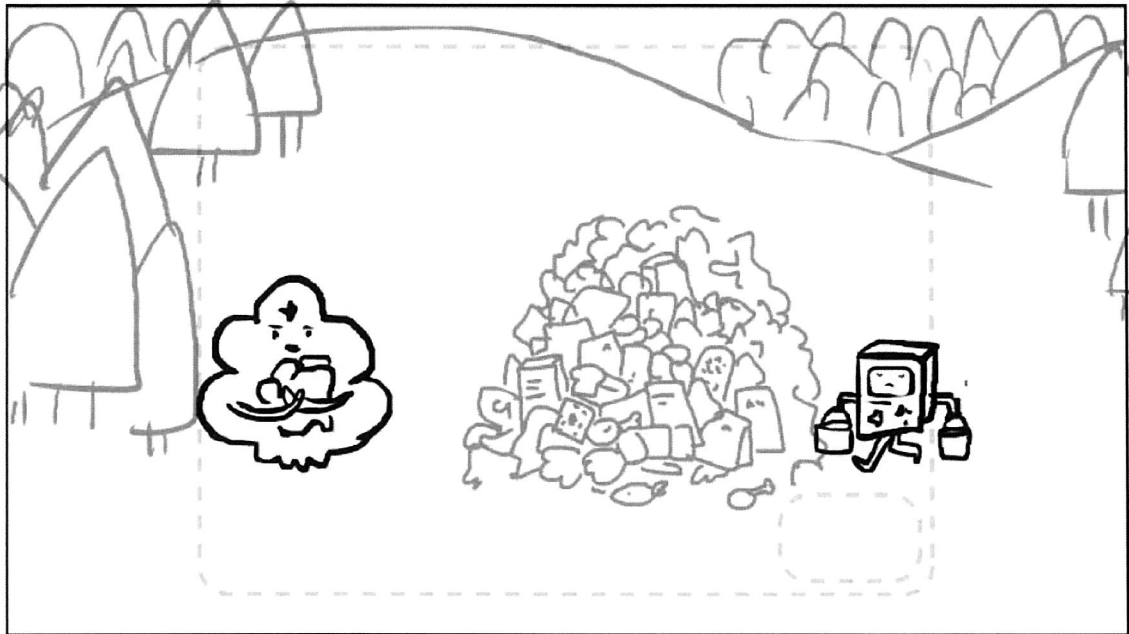


Sc. 35

Pnl. A

Bg.

day night

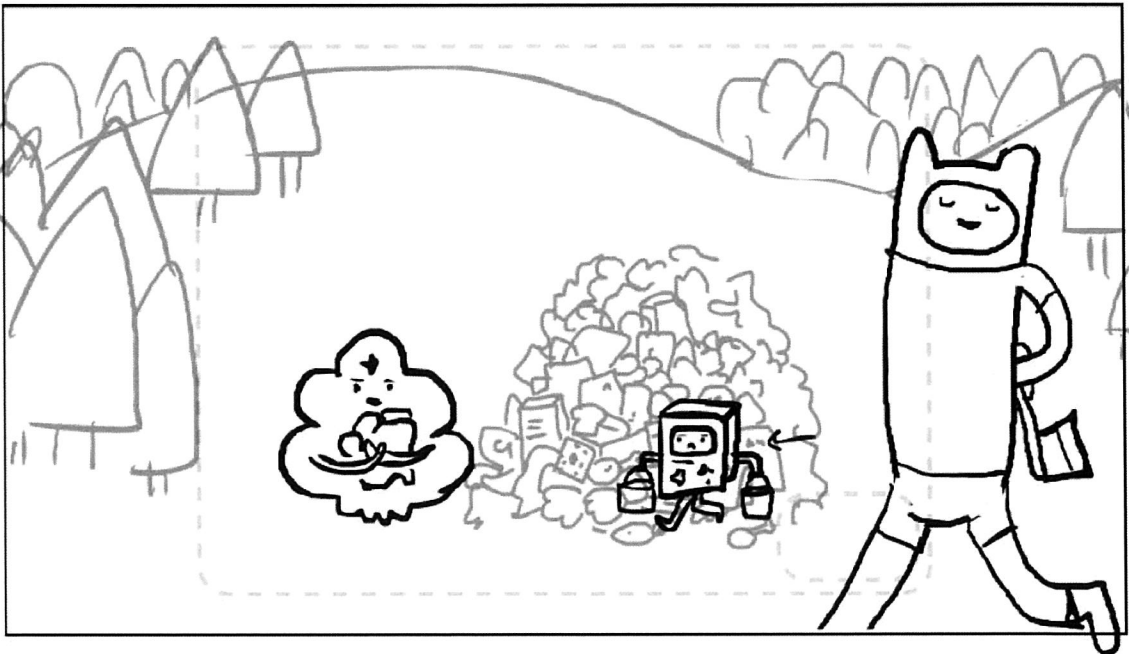


Sc. 35

Pnl. B

Bg.

day night



Dialog:	<p>BMO (to LSP) ARE YOU SURE IT'S OK TO TAKE THAT FOOD?</p> <p>F *HUMMING TO HIMSELF*</p>
Action:	
Timing:	

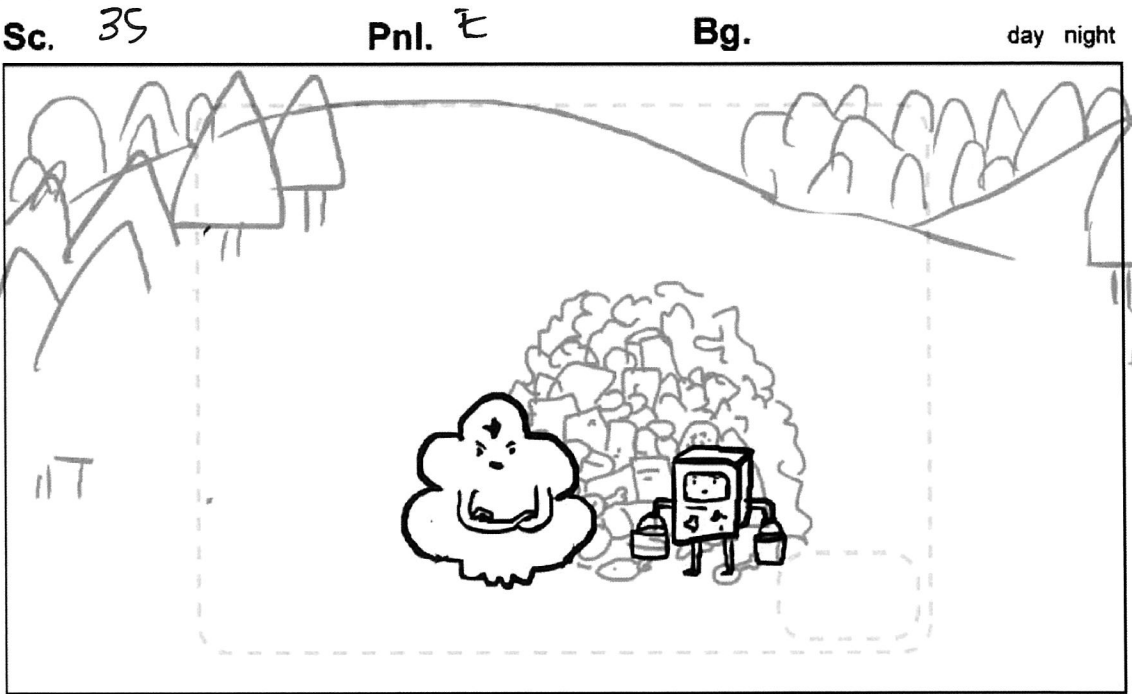
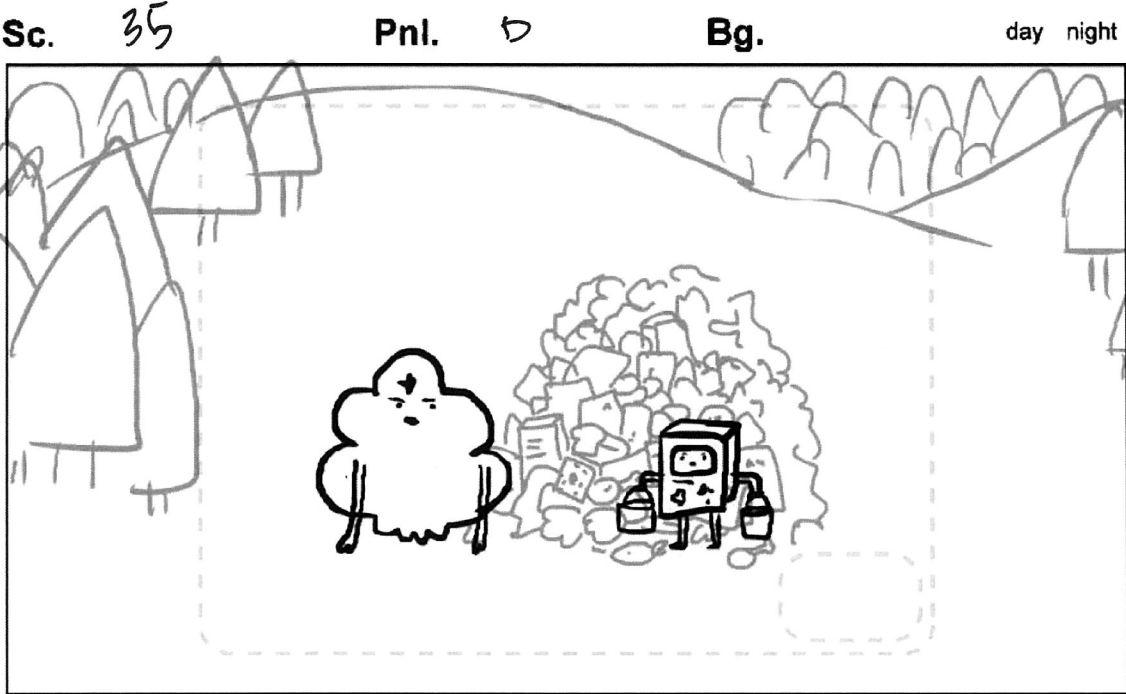
ADVENTURE TIME



Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					85	✓			

Dialog:	(changing subject) → <u>LSP</u> YEAH, DON'T BE SO UPTIGHT - BMO, <u>WHAT</u> IS THE <u>DEAL</u> WITH JAKE?
Action:	
Timing:	

ADVENTURE TIME



Dialog: BMD OH, HE'S DOWN BY THE RIVER LSP YEAH, BUT SHOULDN'T HE BE HELPING US?
MY ARMS ARE ALREADY -

O.S. SFX / FURIOUS WOOD CHOPPING & FALLING

Action:

Timing:

ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night

Sc. 36 Pnl. B Bg. day night

Dialog: (LSP) - LIKE, SUPER TIRED FROM CARRYING ALL THOSE BAGS OF CHIPS! (LSP) THIS ISN'T FAIR!

(O.S. SFX / FURIOUS WOOD CHOPPING & FALLING)

Action: (ARMS SHAKING - SUDDEN FURY)

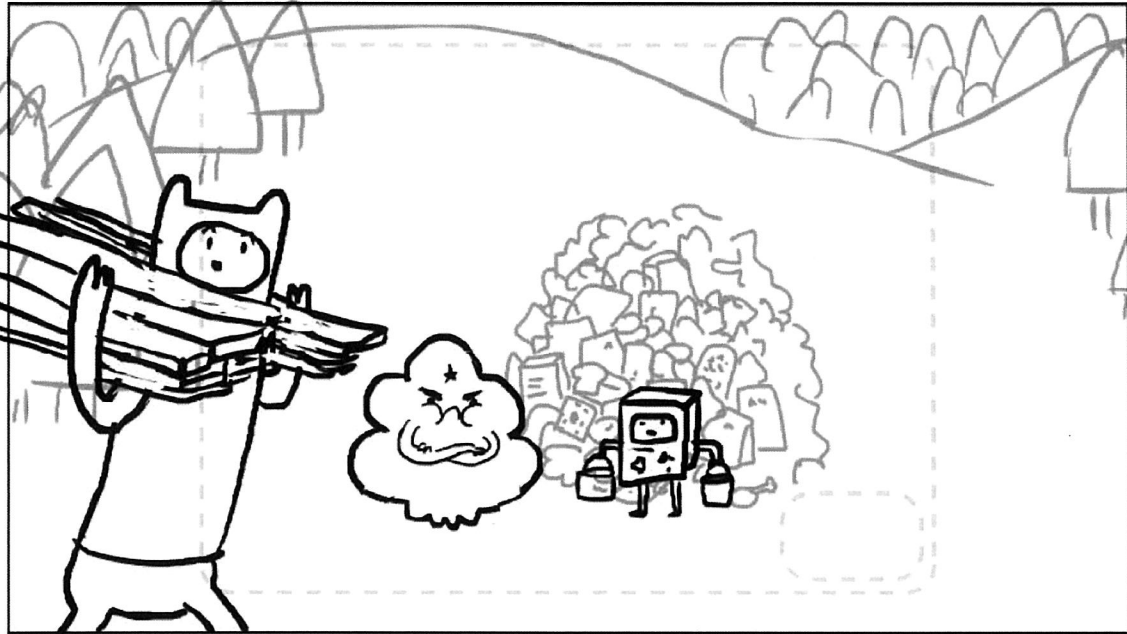
Timing:

EPISODE # 1034-205
Production :

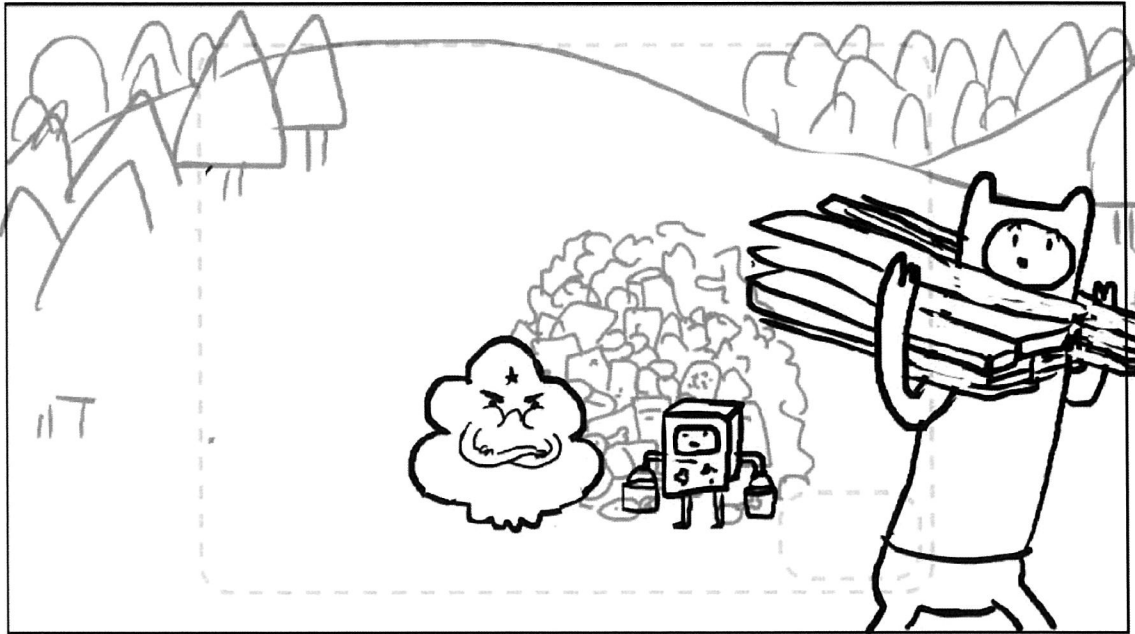
ADVENTURE TIME



Sc. 37 Pnl. A Bg. day night



Sc. 37 Pnl. B Bg. day night



Dialog:

FINN * WHISTLING TO HIMSELF *

BMO UH OK. THE BMO WILL TALK TO HIM

TRAILS OFF ONCE
→ O.S.

Action:

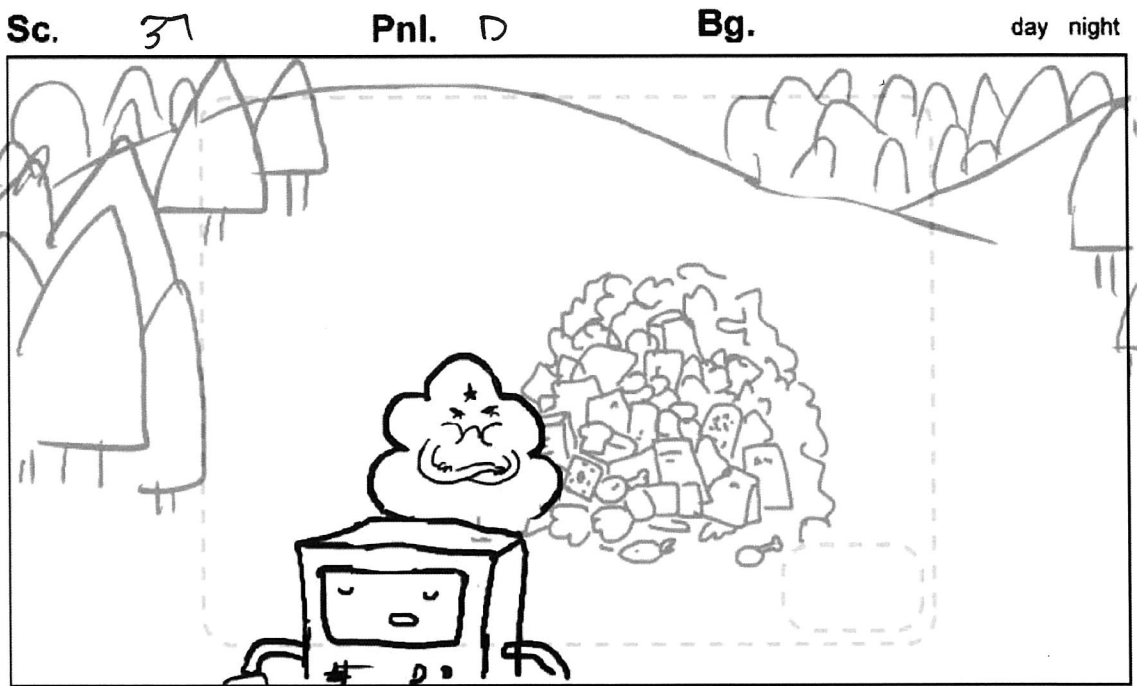
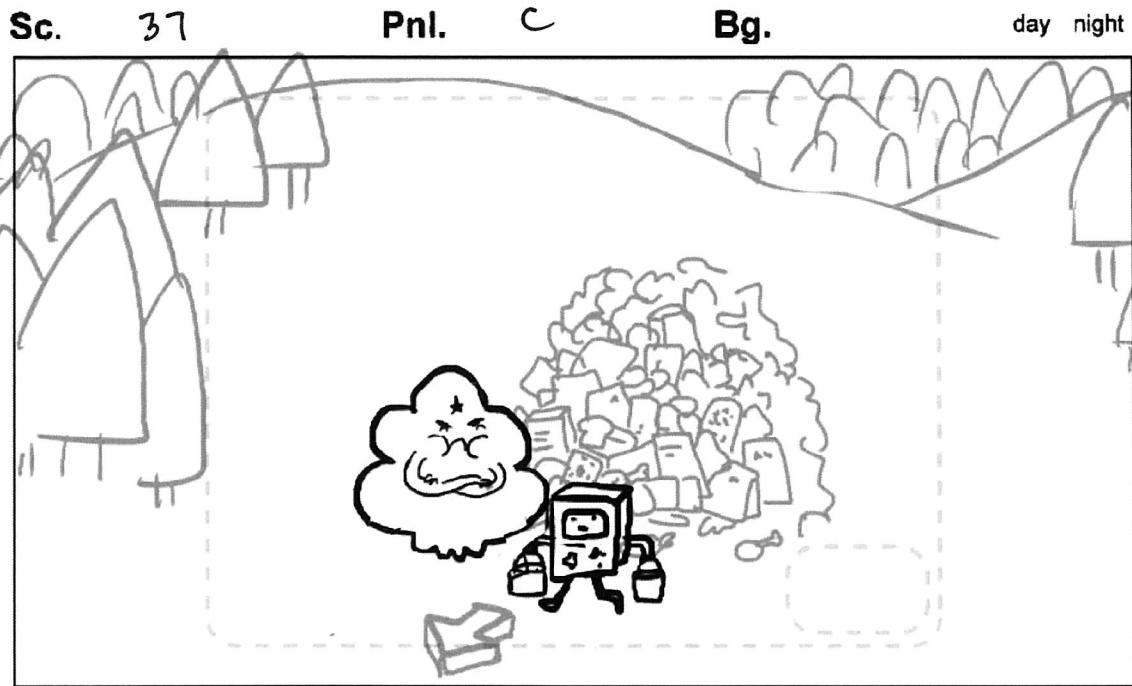
FINN CROSSES SCREEN, TONS OF 2x4'S IN HIS ARMS

Timing:

EPISODE # 1034-205

Production :

ADVENTURE TIME



Dialog:

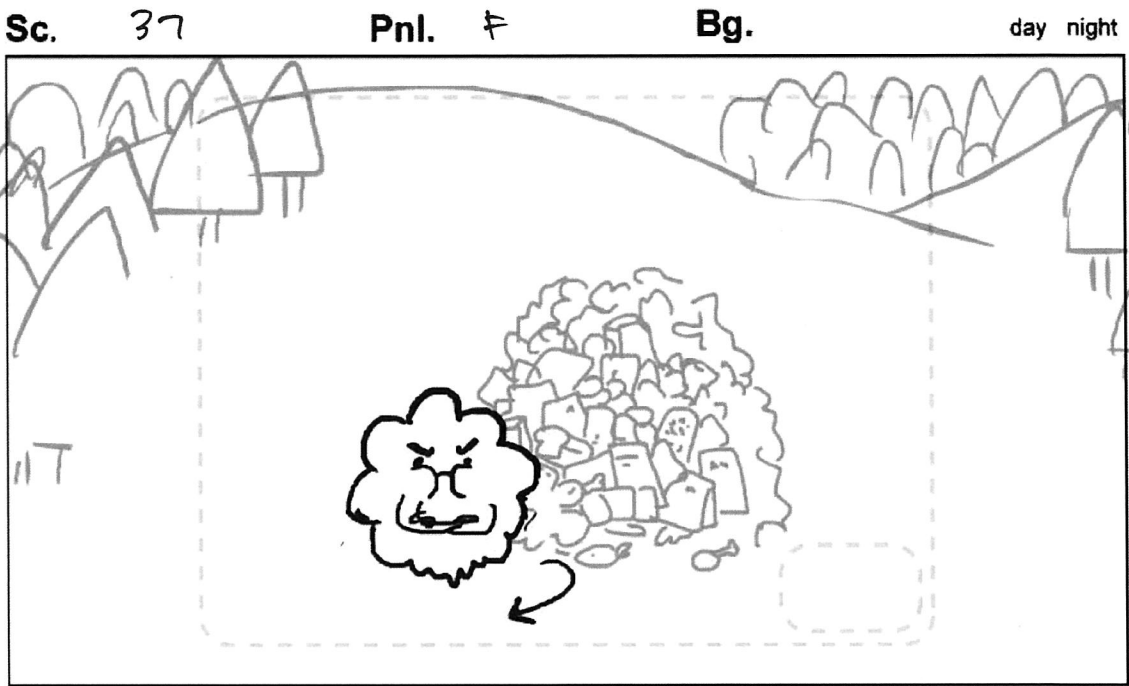
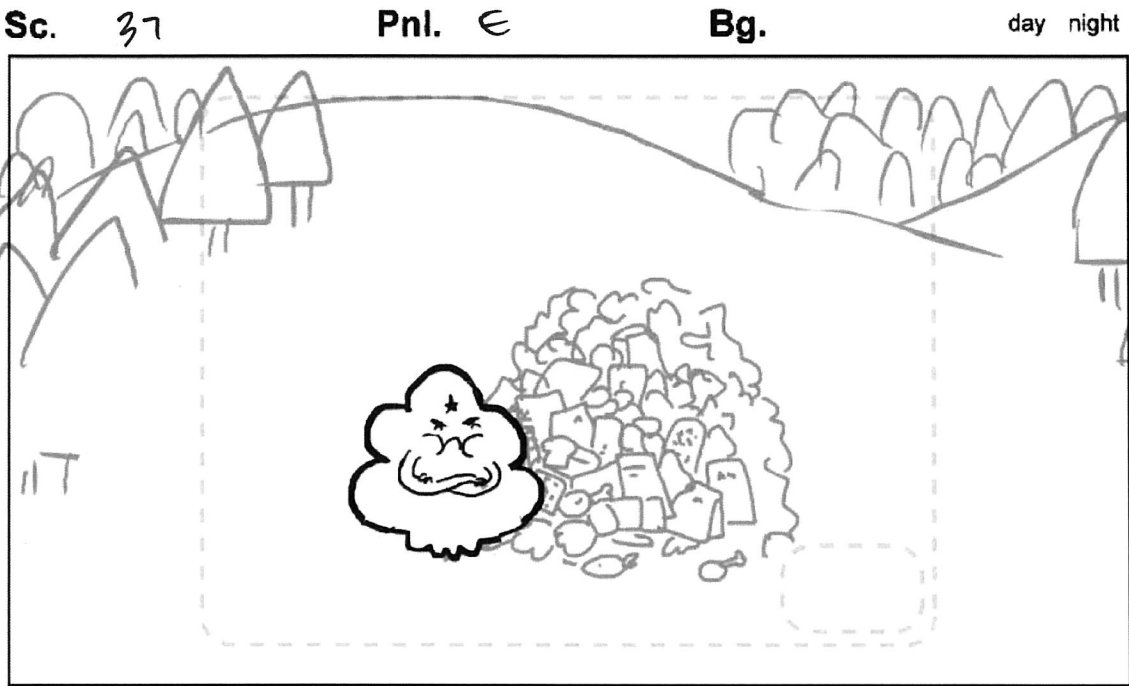
BMD (ASIDE, ON HIS WAY O/S):
BREAKING AND ENTERING IS A —

Action:

Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:	<p>BMO - MISDEMEANOR OFFENSE</p> <p>LSP HMPH!</p>
Action:	<p>LSP FLIPS AROUND + GLARES IN BMO'S DIRECTION</p>
Timing:	

EPISODE # 1034-205

Production :

ADVENTURE TIME

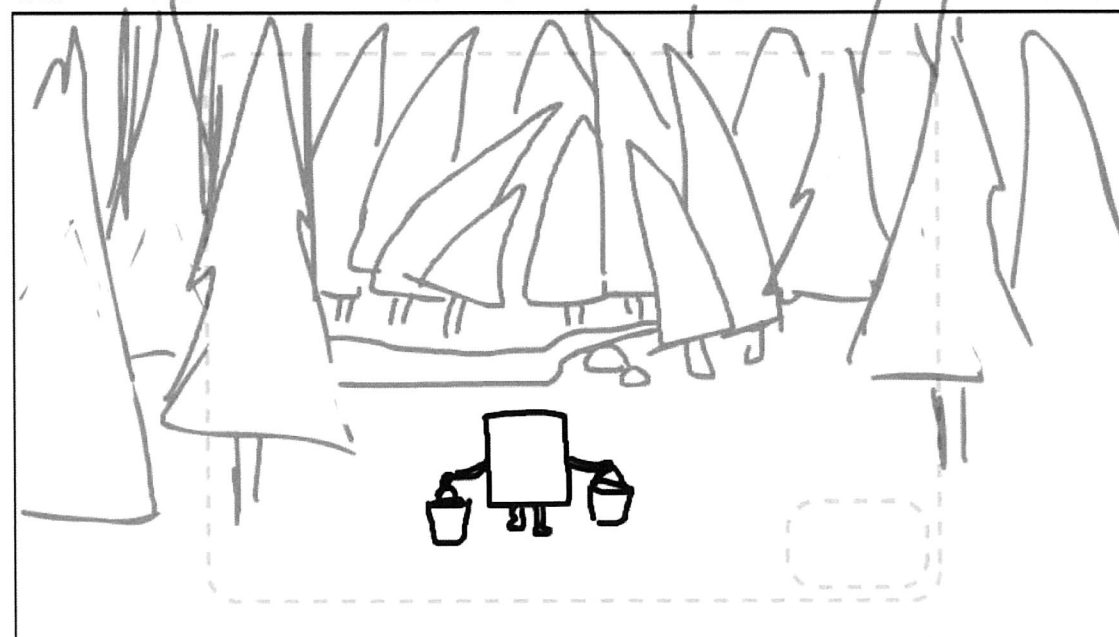


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Sc. 38 Pnl. A Bg. day night



Sc. 38 Pnl. B Bg. day night



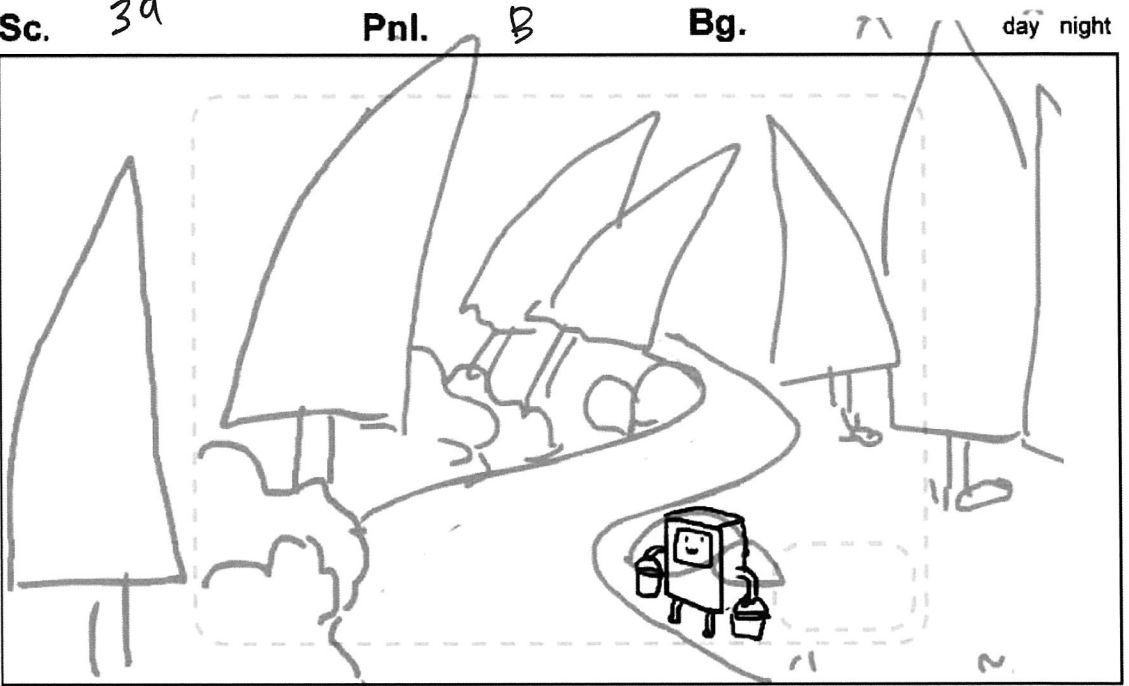
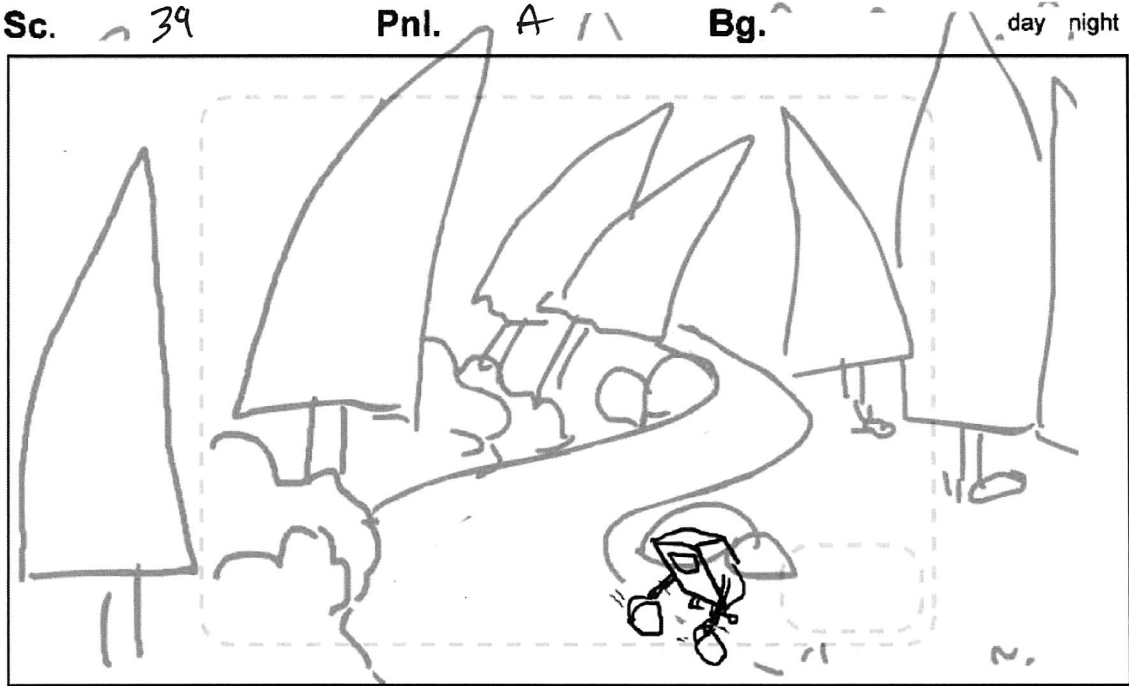
Dialog:
Action:
Timing:

1034-205

EPISODE #

Production :

ADVENTURE TIME



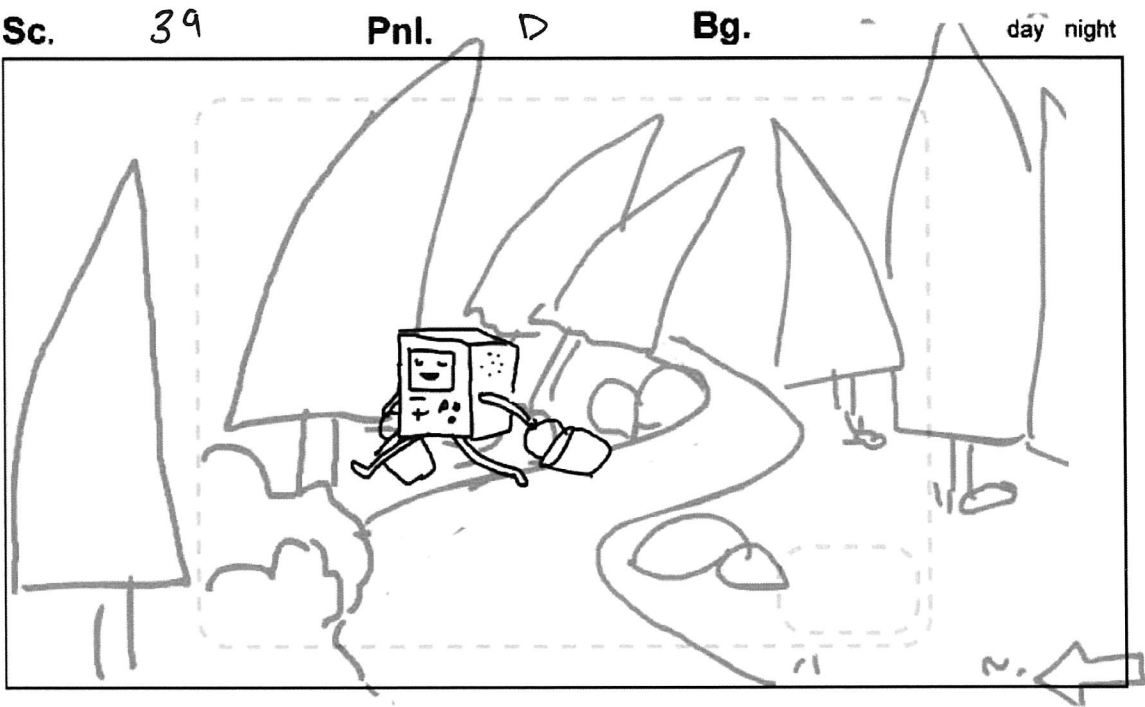
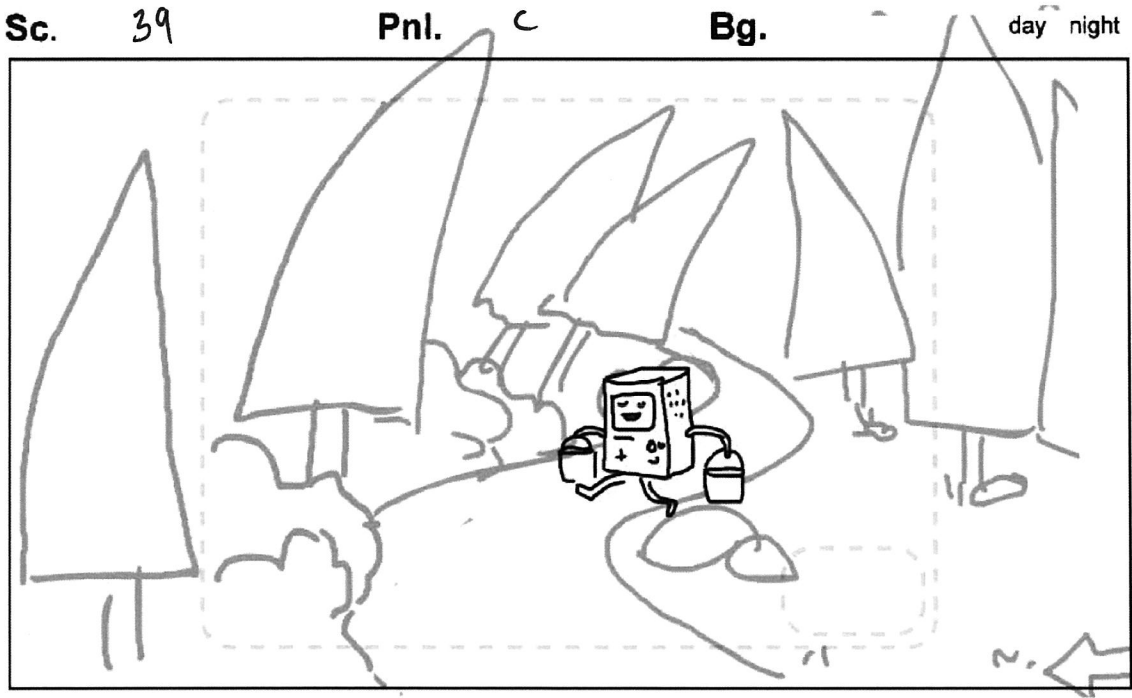
Dialog: **BMO** (SING-SONGY) WA-TER BOT!
- I AM THE WA-TER BOT!

Action: CAM TRACKS BMO
FILLING UP WATER, BOPPING TO THE BEAT

Timing:

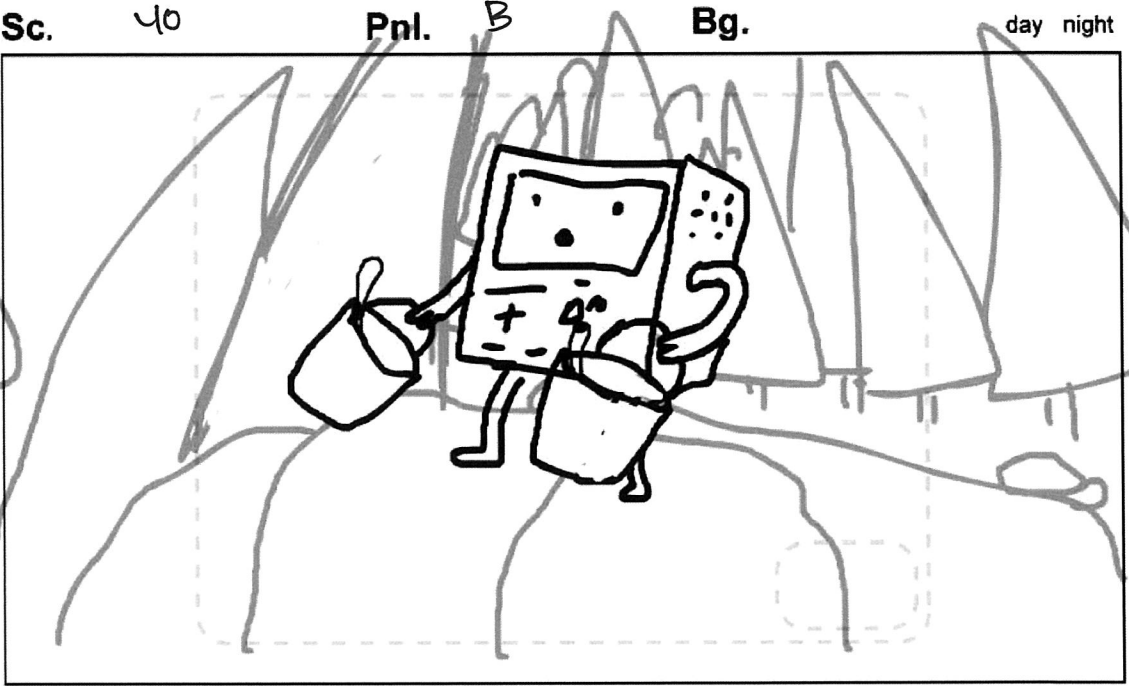
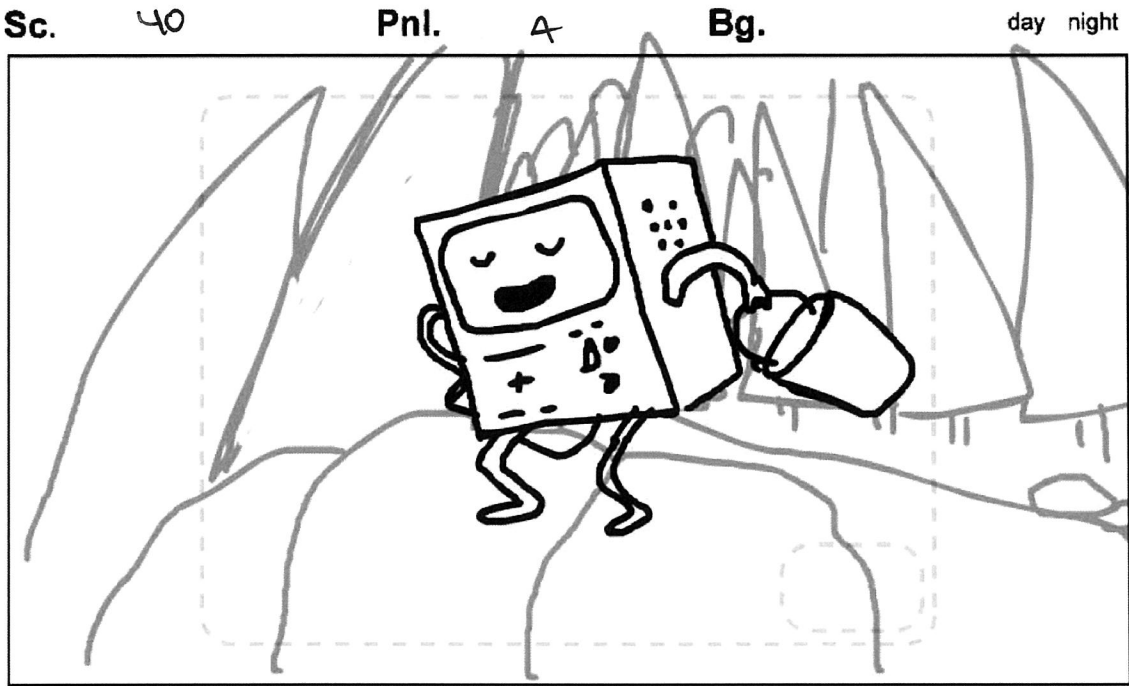
EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog	BMO I HAVE A - WA - TER -	
Action:	CAM TRACKS BMO	BMO HOPS STREAM
Timing:		

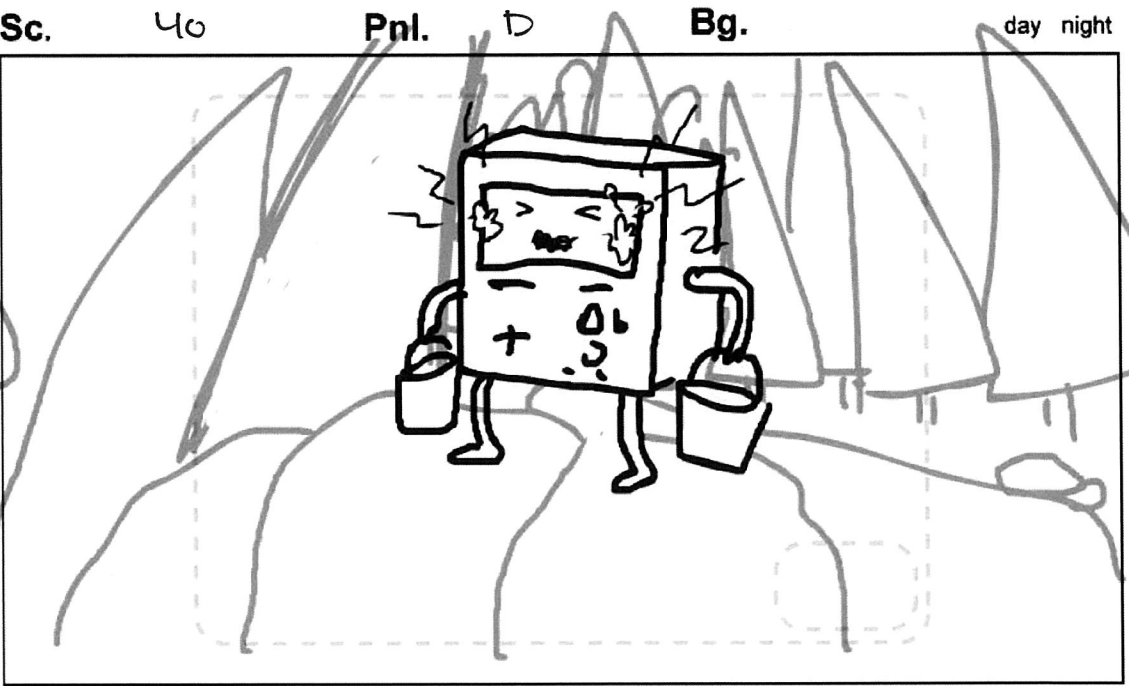
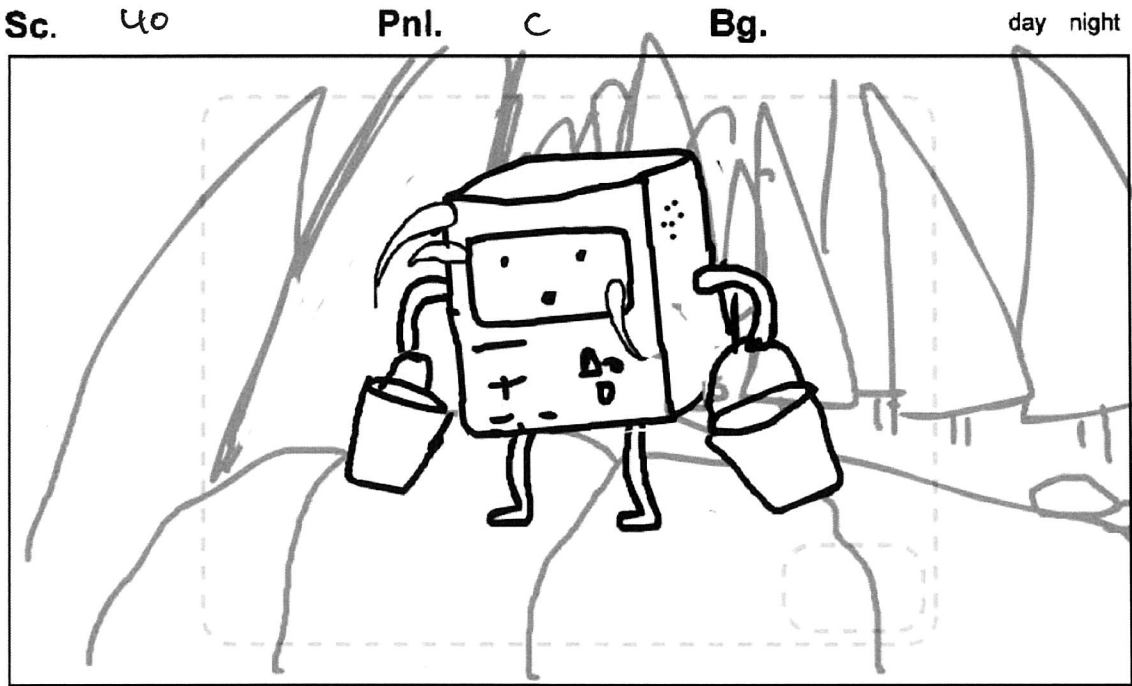
ADVENTURE TIME



Dialog:	BMO - BO-DYYYYYY!
Action:	WATER SPLASHES OUT
Timing:	

EPISODE # 1034-205
Production :

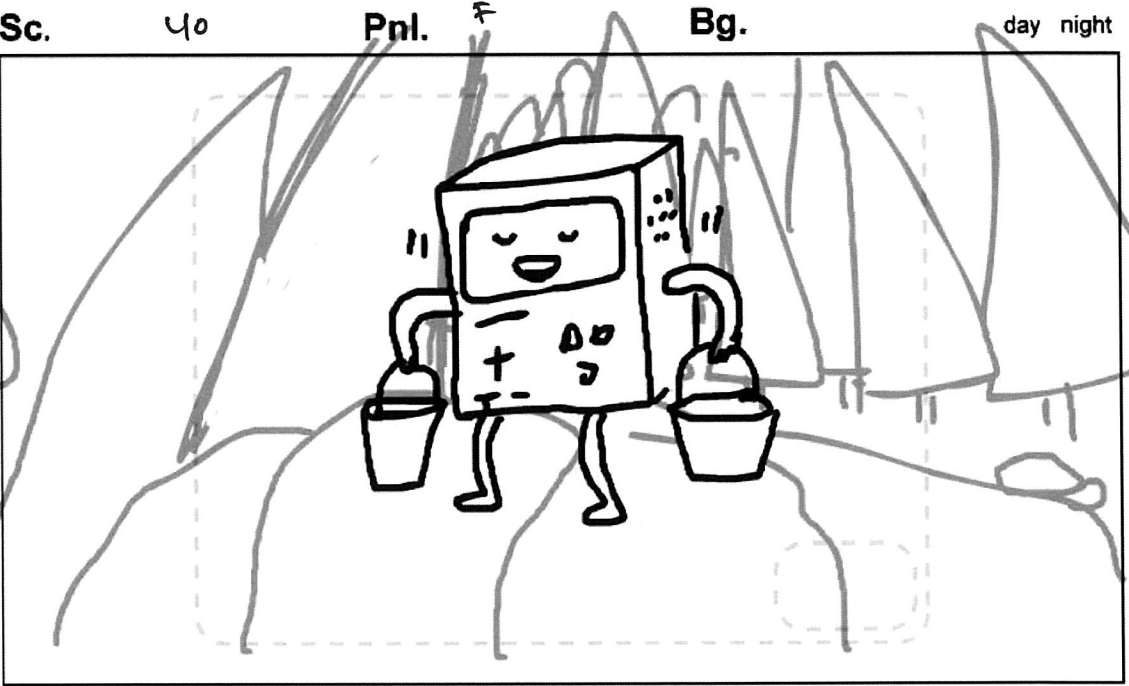
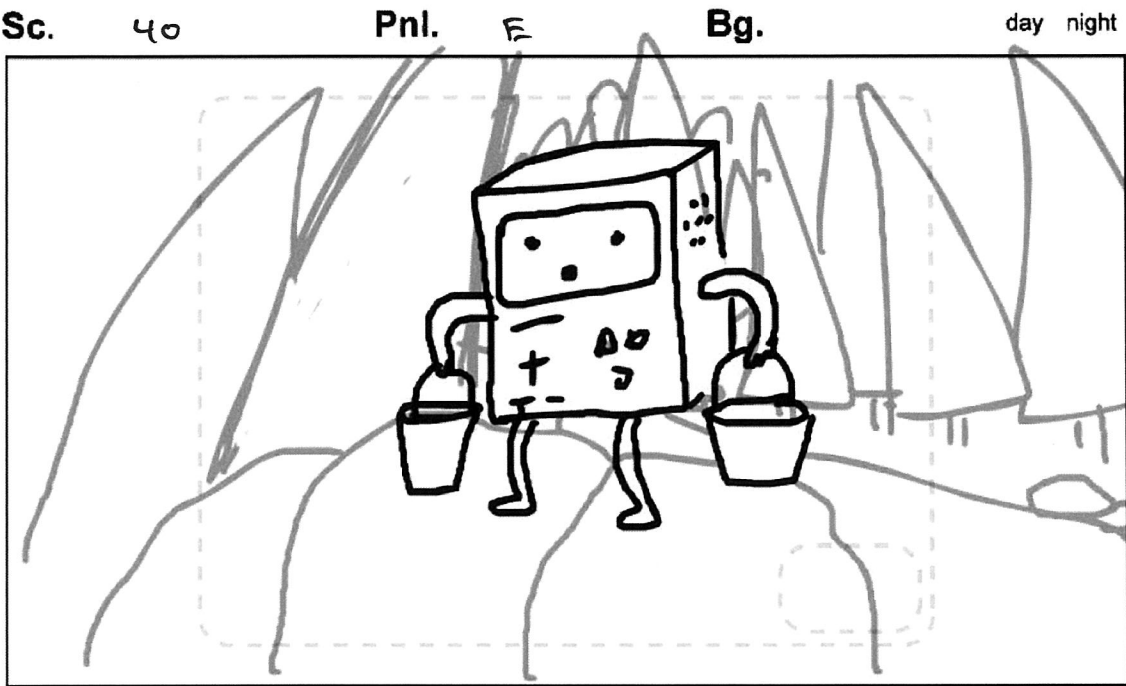
ADVENTURE TIME



Dialog:	2 ELECTRIC SFX/ ZZZZZ! (SPARK SOUNDS)
Action:	A FEW DROPS HIT BMO IN FACE w/ A SPARK
Timing:	

EPISODE # 1034-205
Production :

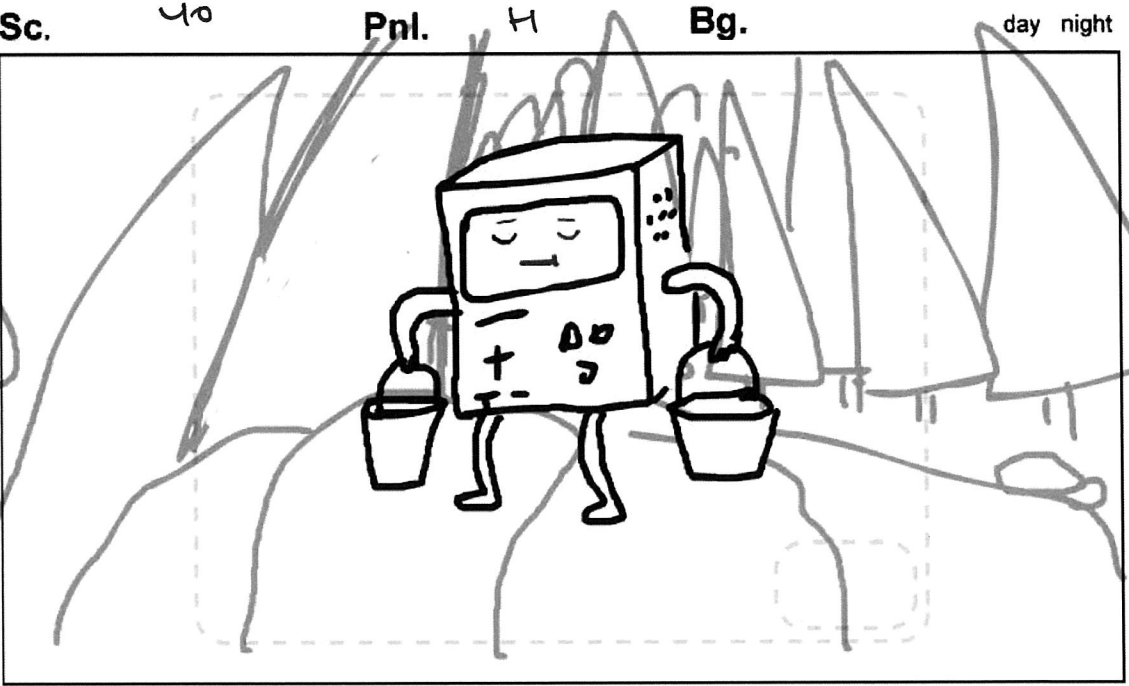
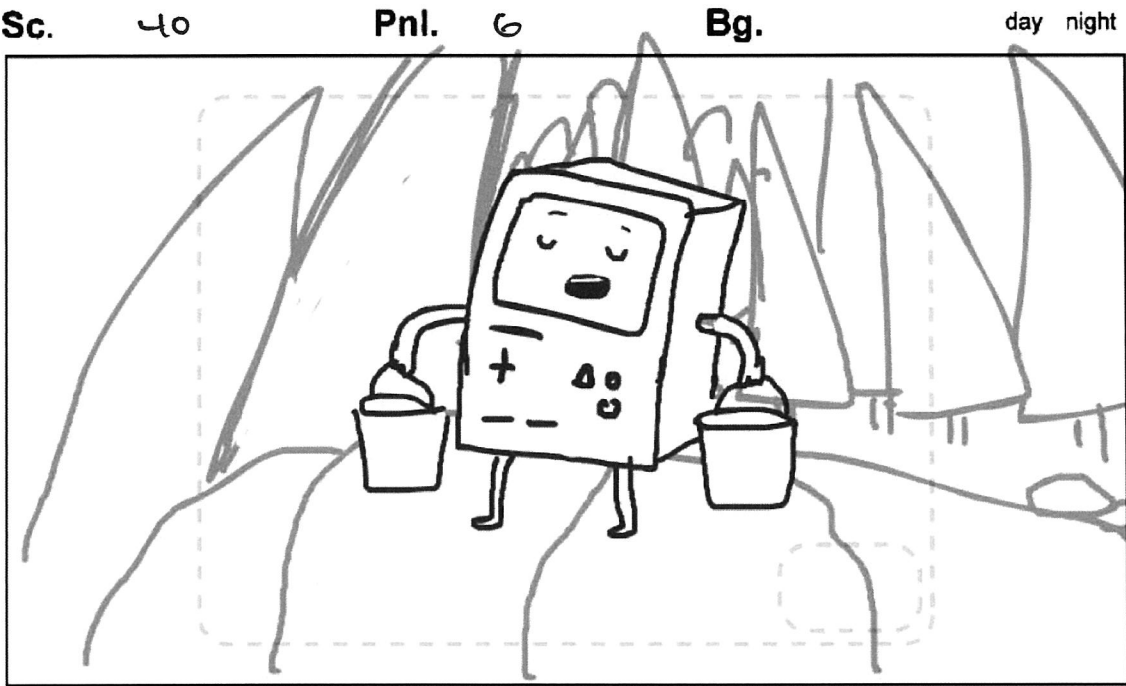
ADVENTURE TIME



Dialog:	(BMO) WHOOPS!	(BMO) HEEHEE (MISCHIEVOUS GIGGLE)
Action:		
Timing:		

EPISODE # 1034-205
Production :

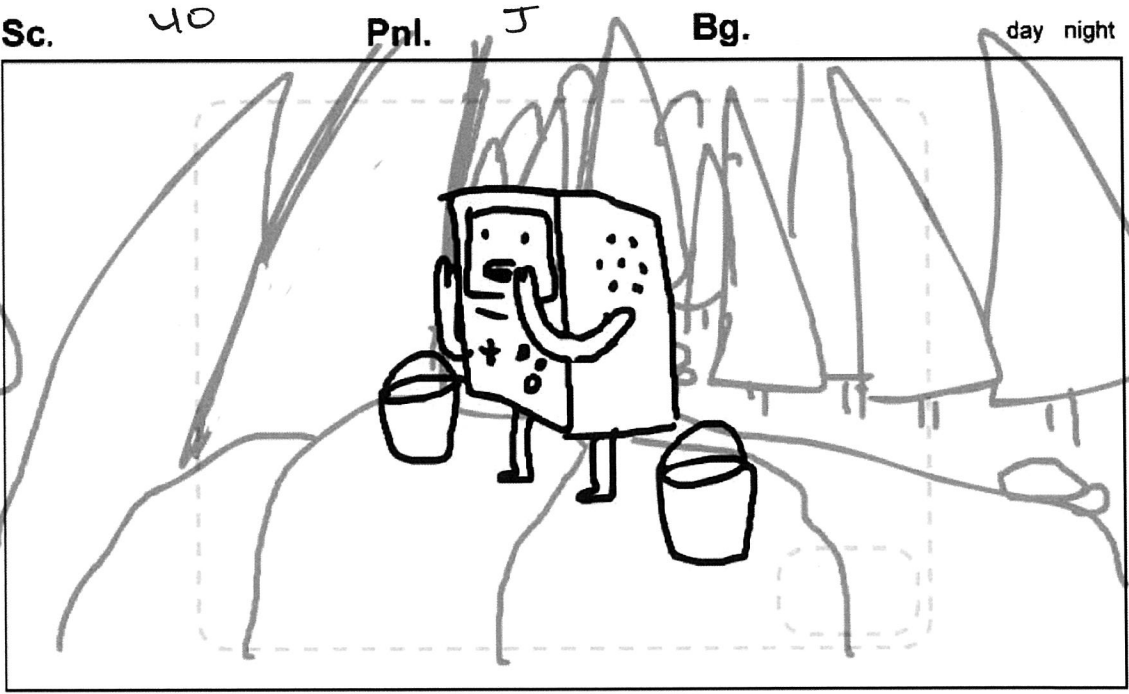
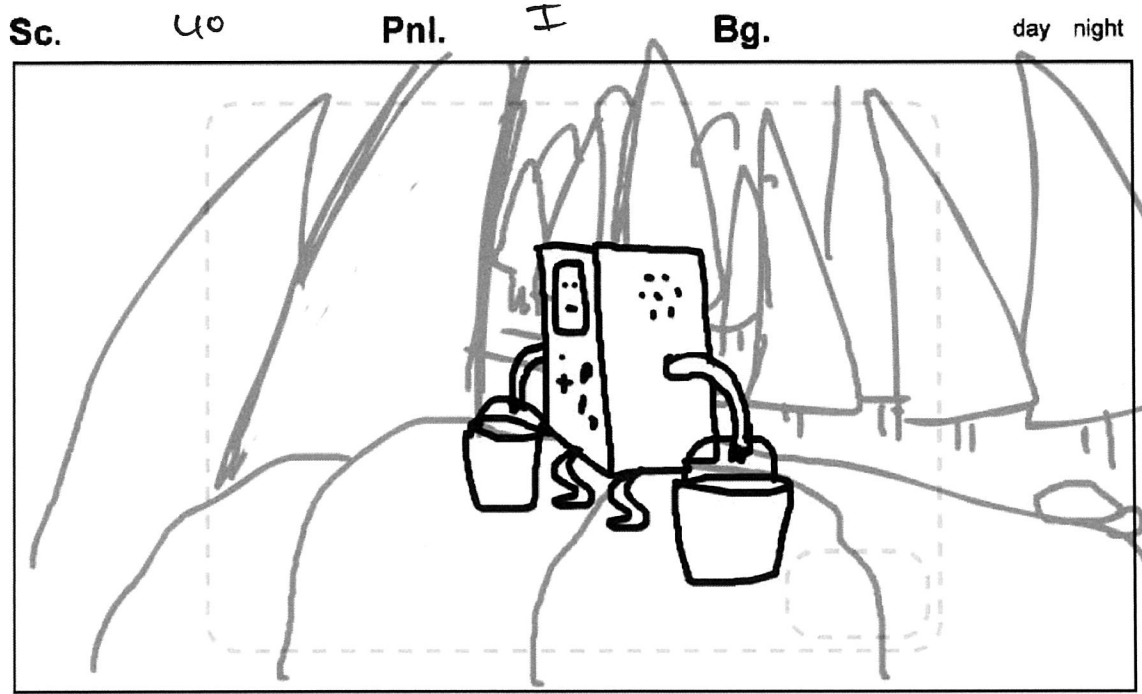
ADVENTURE TIME



Dialog:	<p><u>BMO</u> I WILL NEVER KNOW THE PLEASURES OF SKINNY DIPPING</p>
Action:	
Timing:	

Production : 1034-205 EPISODE #

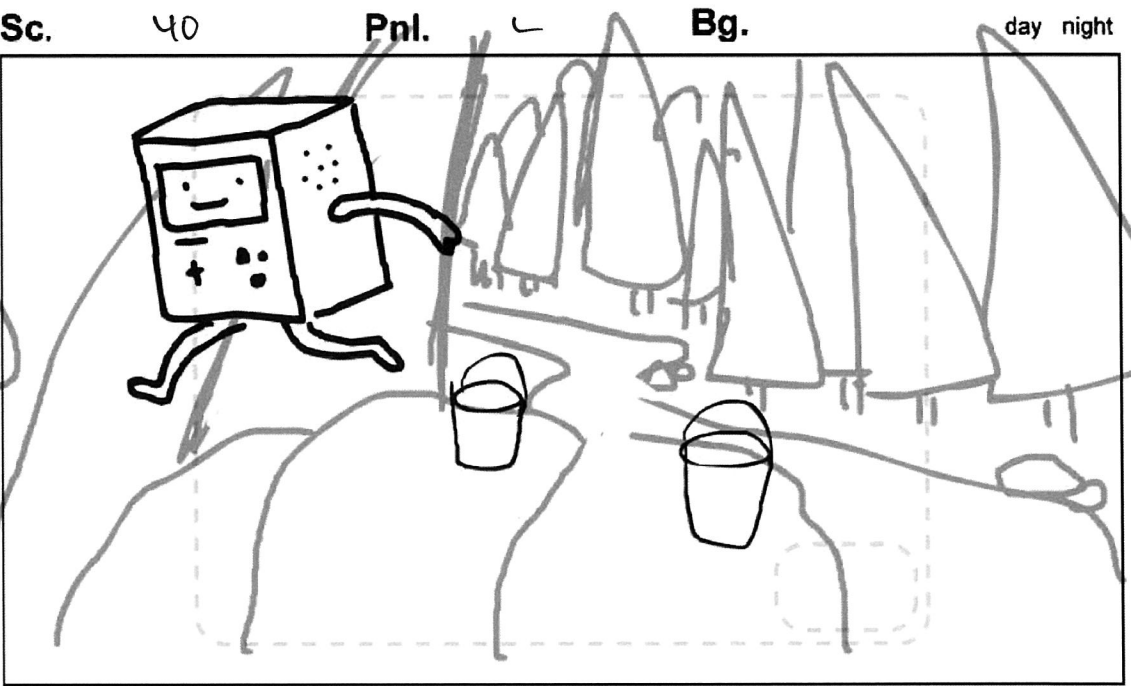
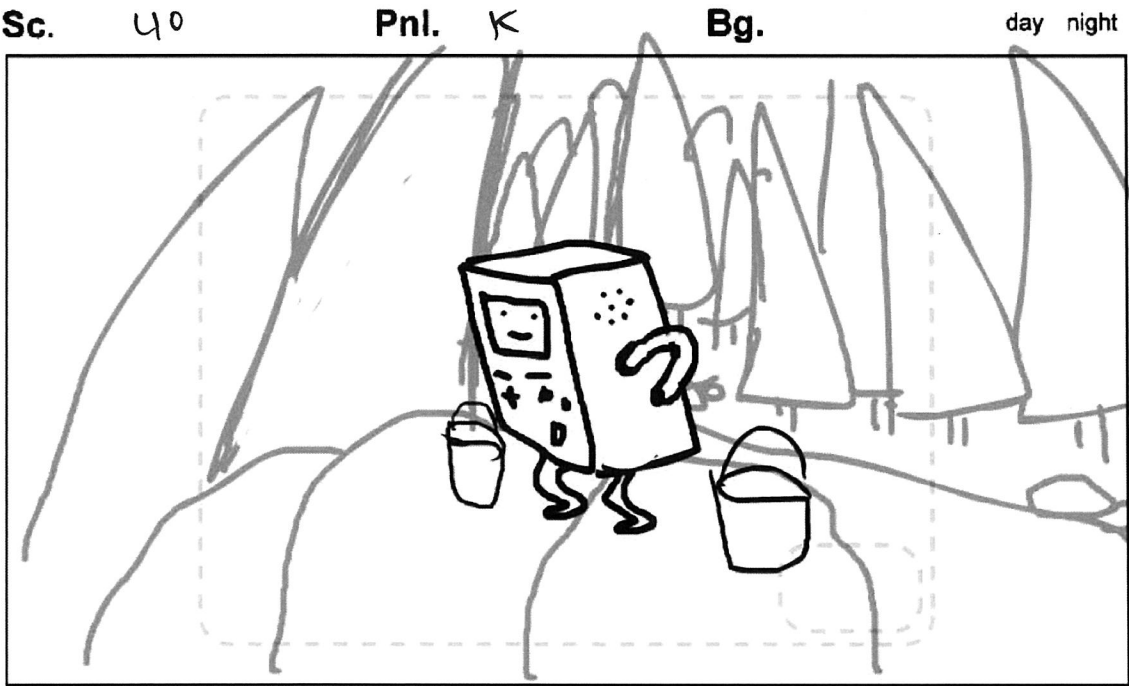
ADVENTURE TIME



Dialog:	(BMO) JAKE!
Action:	PUTS DOWN BUCKETS
Timing:	

EPISODE # 1034-205
Production :

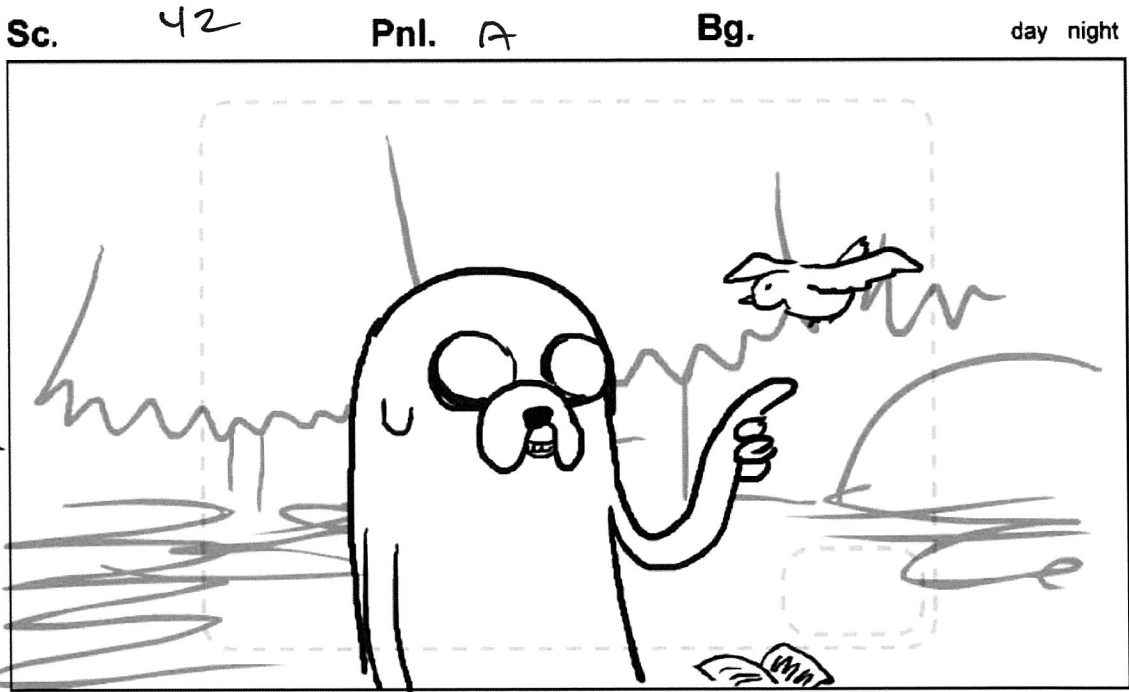
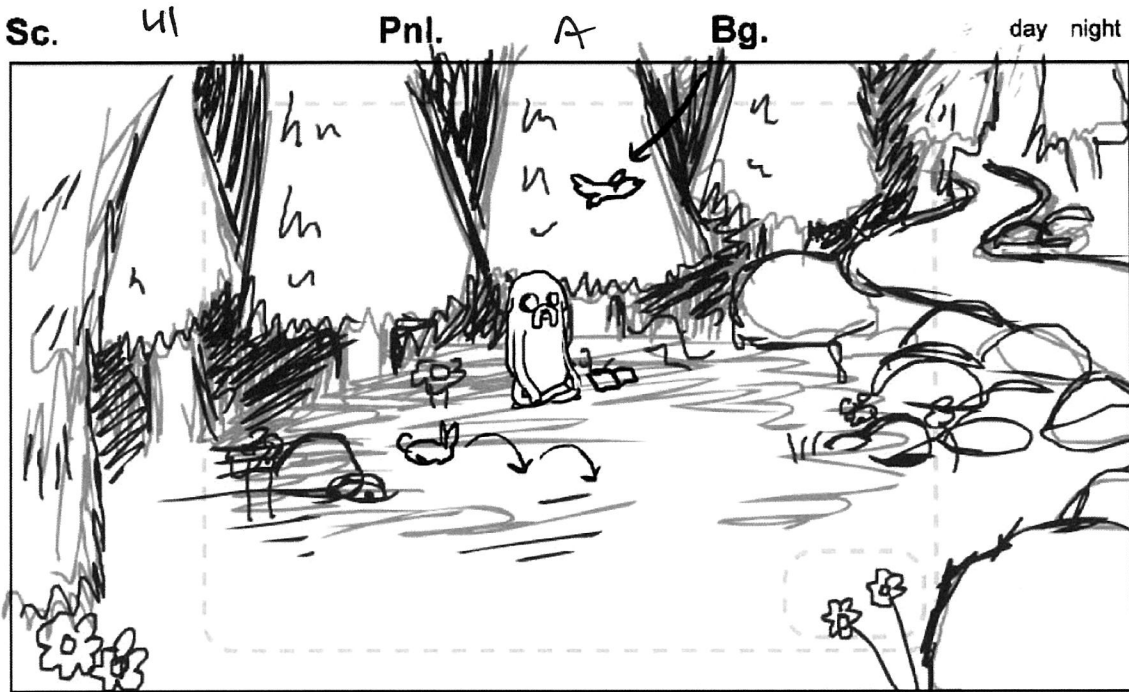
ADVENTURE TIME



Dialog:	
Action:	BMO HOPS OFF PLAYFULLY
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:

SFX; BIRD'S CHIRPING, LIGHT STREAM, SERENE ^{NATURE} AMBIENCE

Action:

JAKE SITTING IN PEACEFUL CLEARING - WOODLAND ANIMALS AROUND
- BIRD FLIES IN

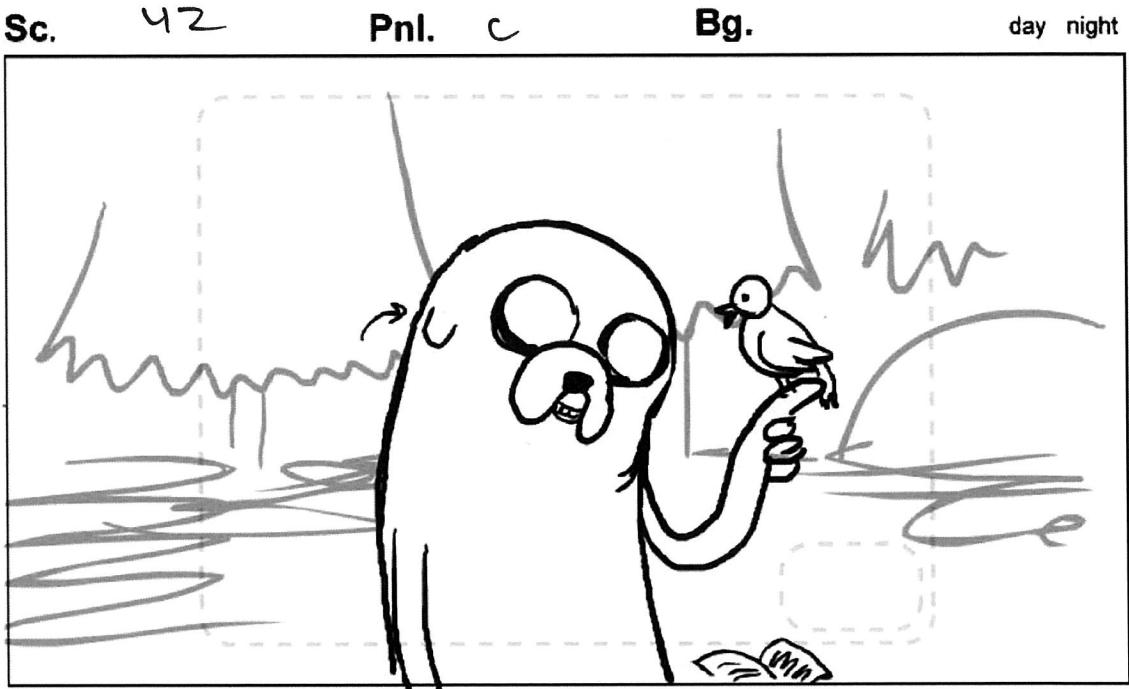
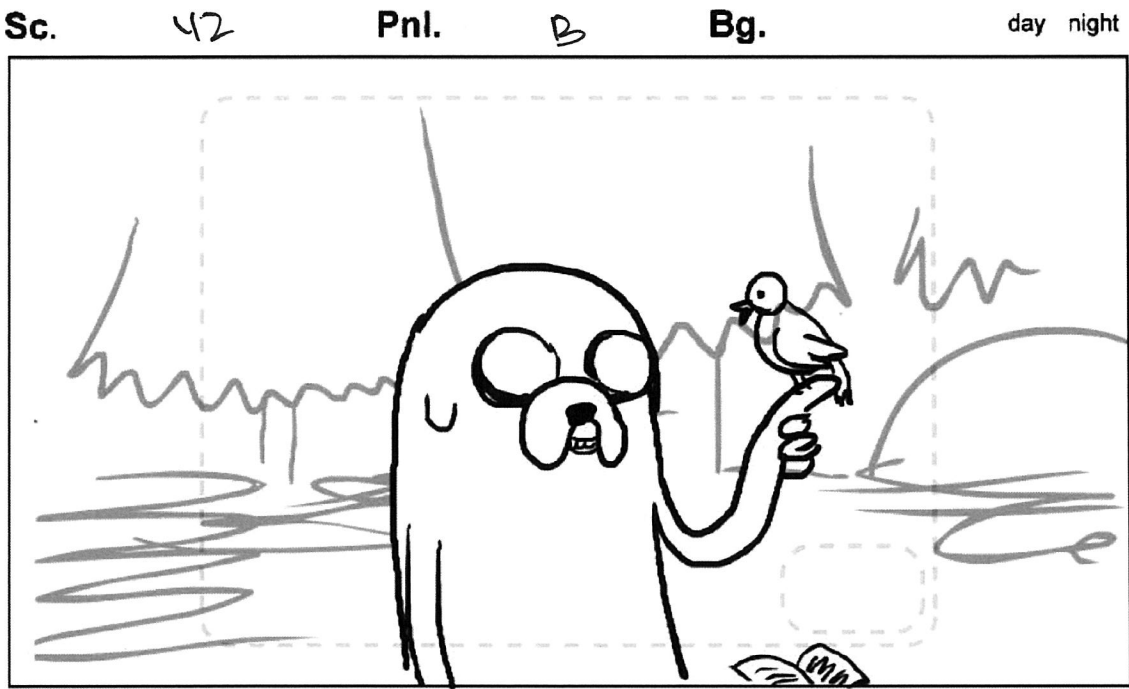
Timing:

(This vignette focuses on bird sounds)

EPISODE # 1034-205

Production :

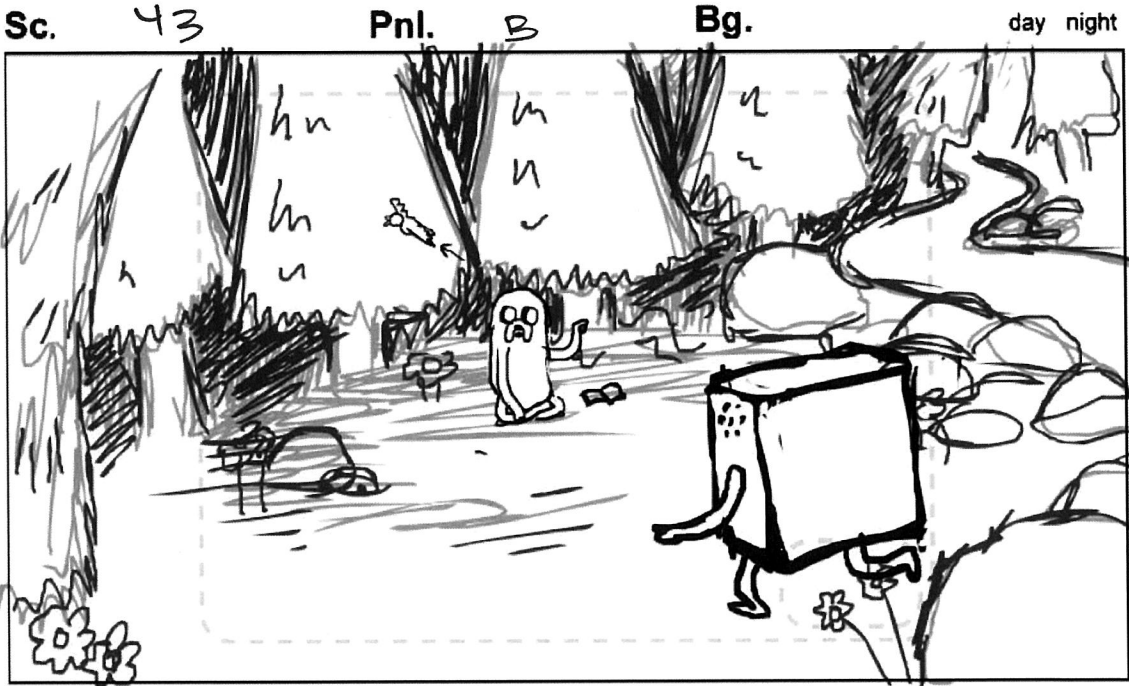
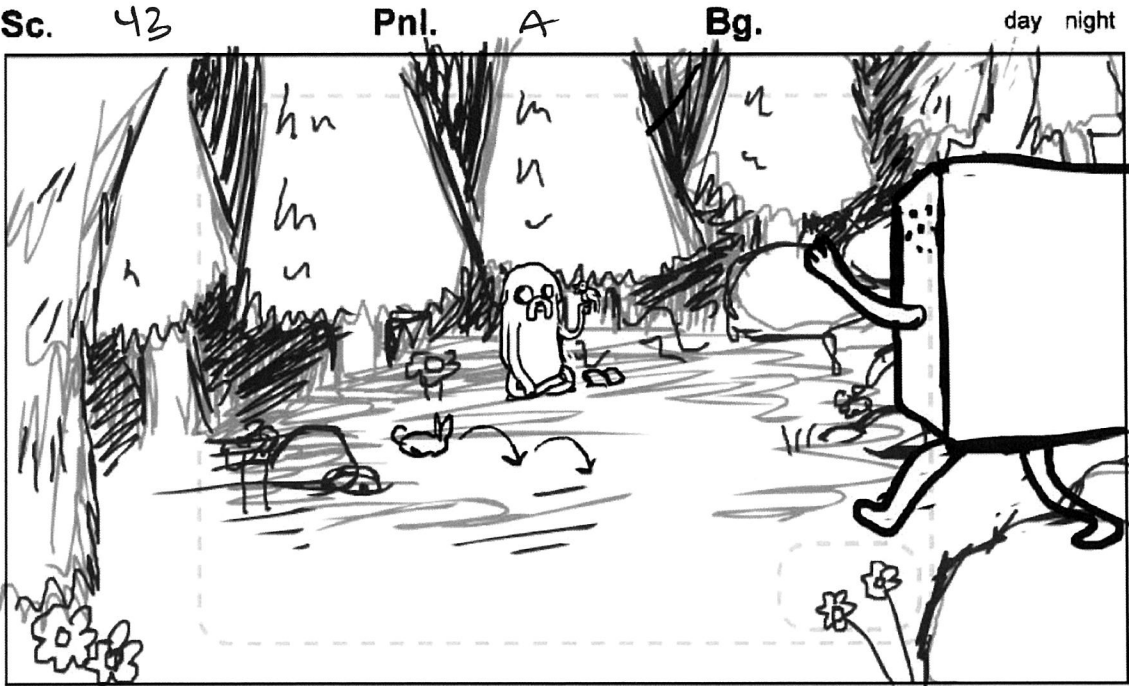
ADVENTURE TIME



Dialog:	(J) HEY THERE, BUDDY SFX/ ^{SONG} BIRD CHIRPS	(BMO) _R O.S./ JAKE!
Action:	JAKE COCKS HEAD TO SIDE AS BIRD CHIRPS	
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME

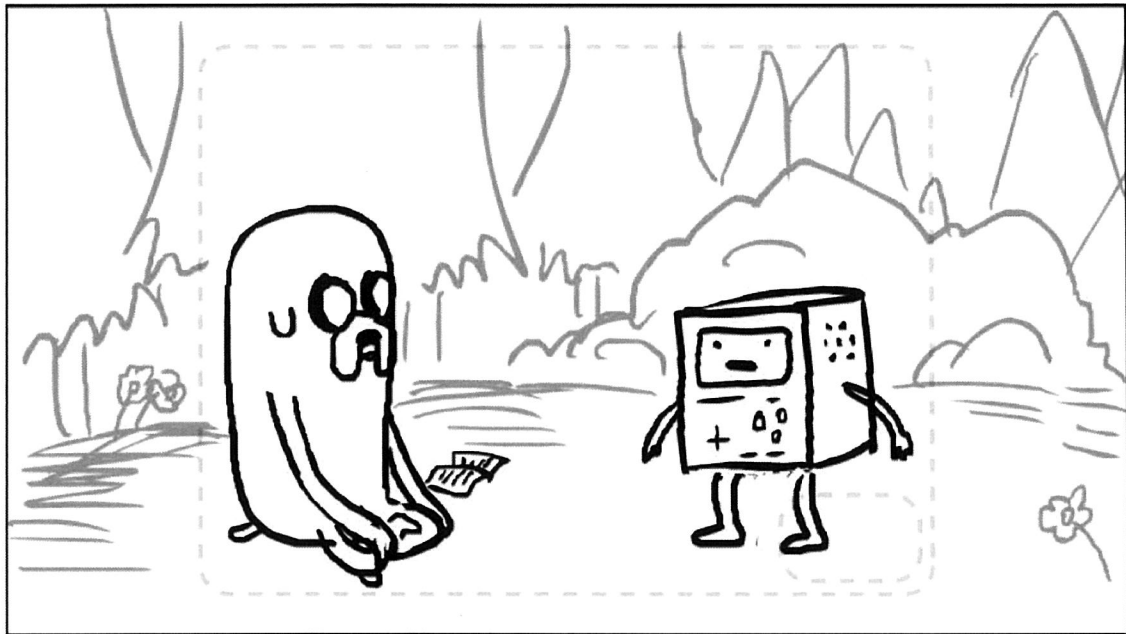


Dialog:	(BMO) JAKE! THERE YOU ARE!
Action:	BIRD FLIES OFF
Timing:	

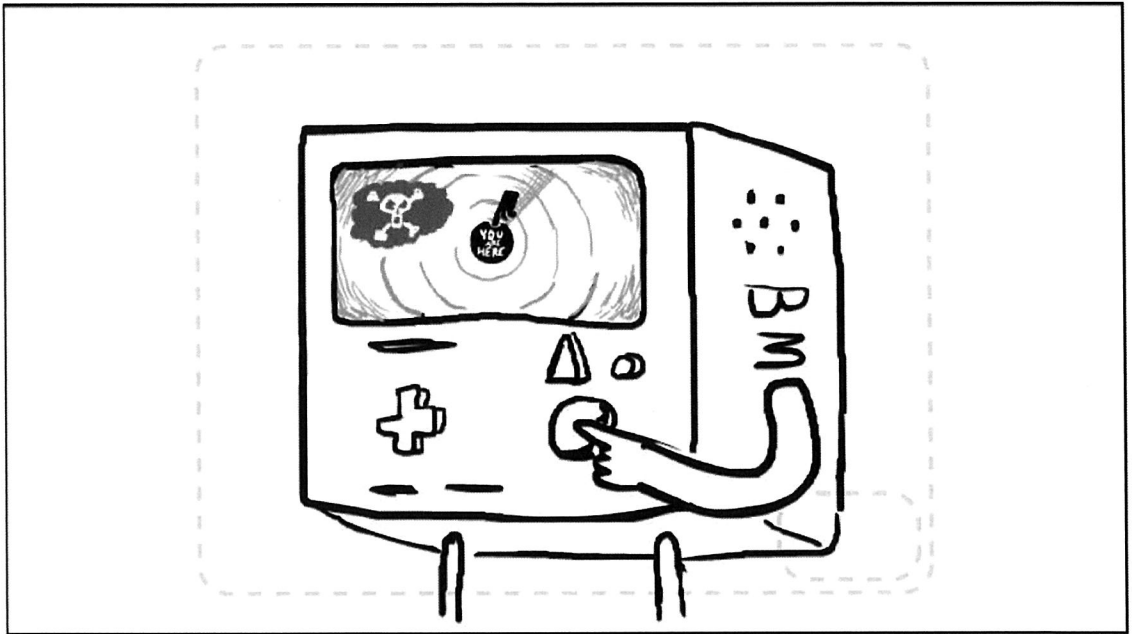
ADVENTURE TIME



Sc. 44 Pnl. A Bg. day night



Sc. 45 Pnl. A Bg. day night



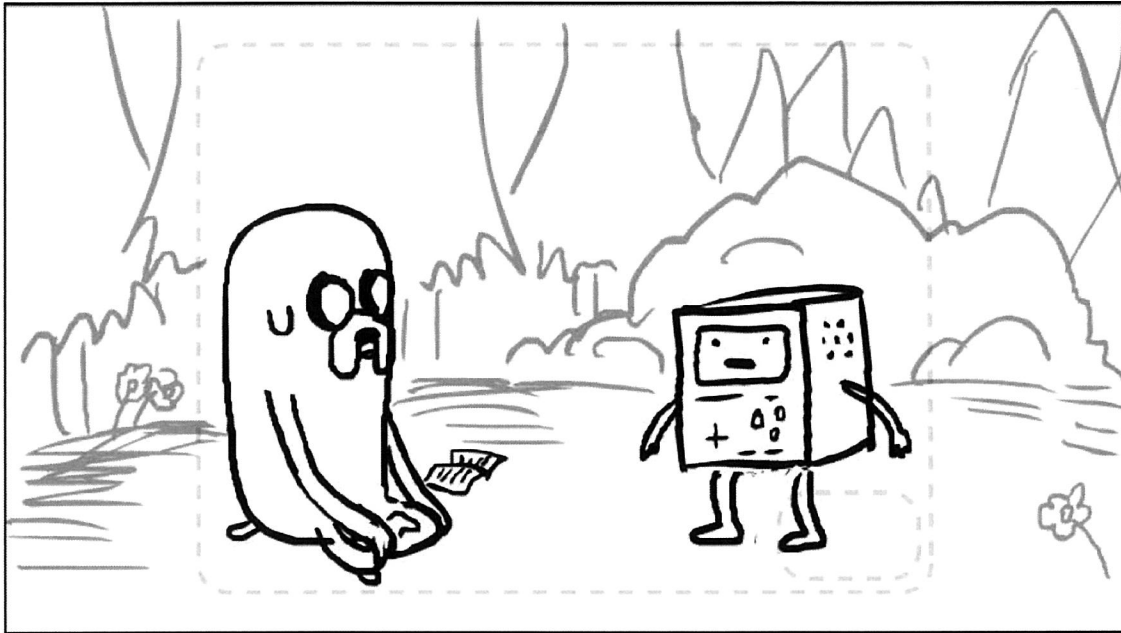
Dialog:	(BMO) JAKE - THE STORM'S GETTING CLOSER!	(BMO) LOOK!
Action:	RADAR SHOWS CLOUD w/ SKULL + BONES MOVING TOWARD THE "YOU ARE HERE" ICON	
Timing:		

EPISODE # 1034-205
Production :

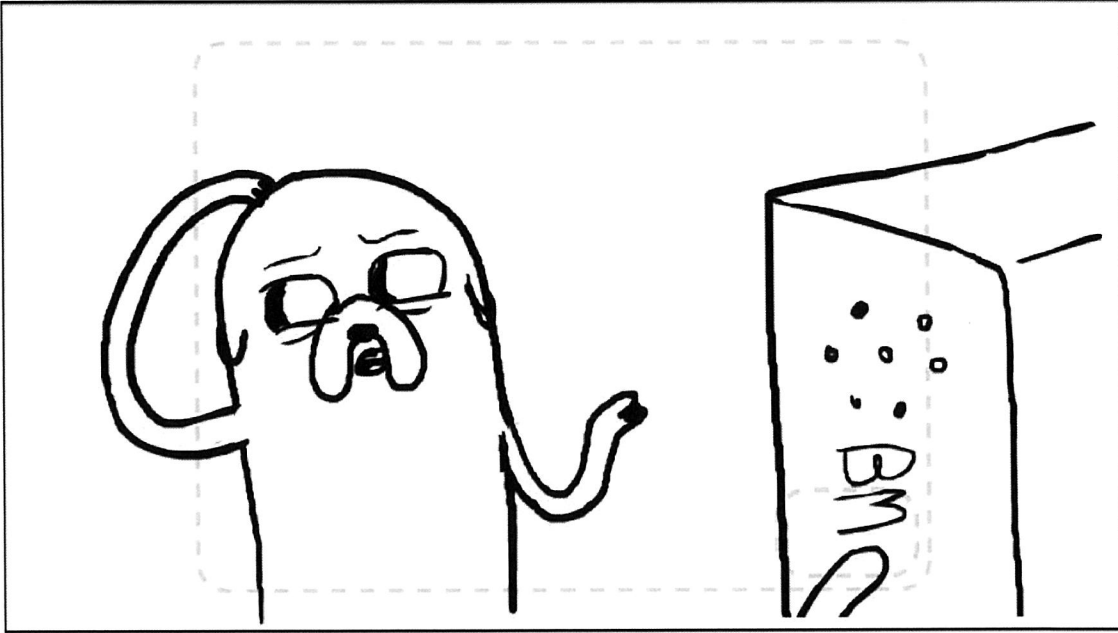
ADVENTURE TIME



Sc. 46 Pnl. A Bg. day night

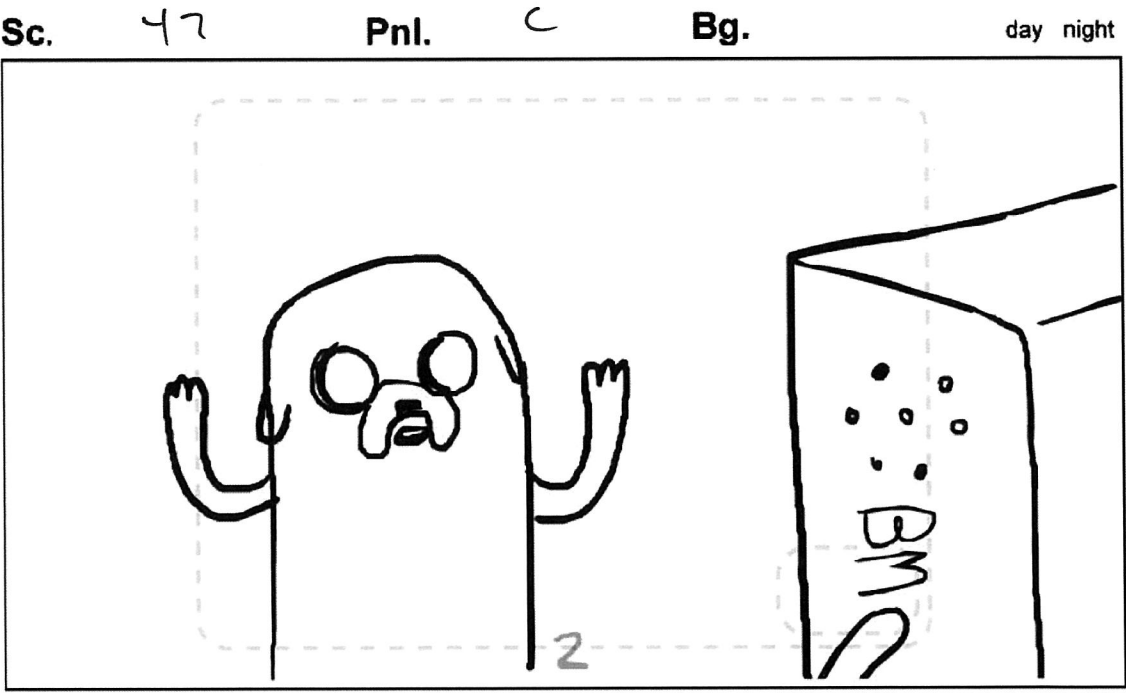
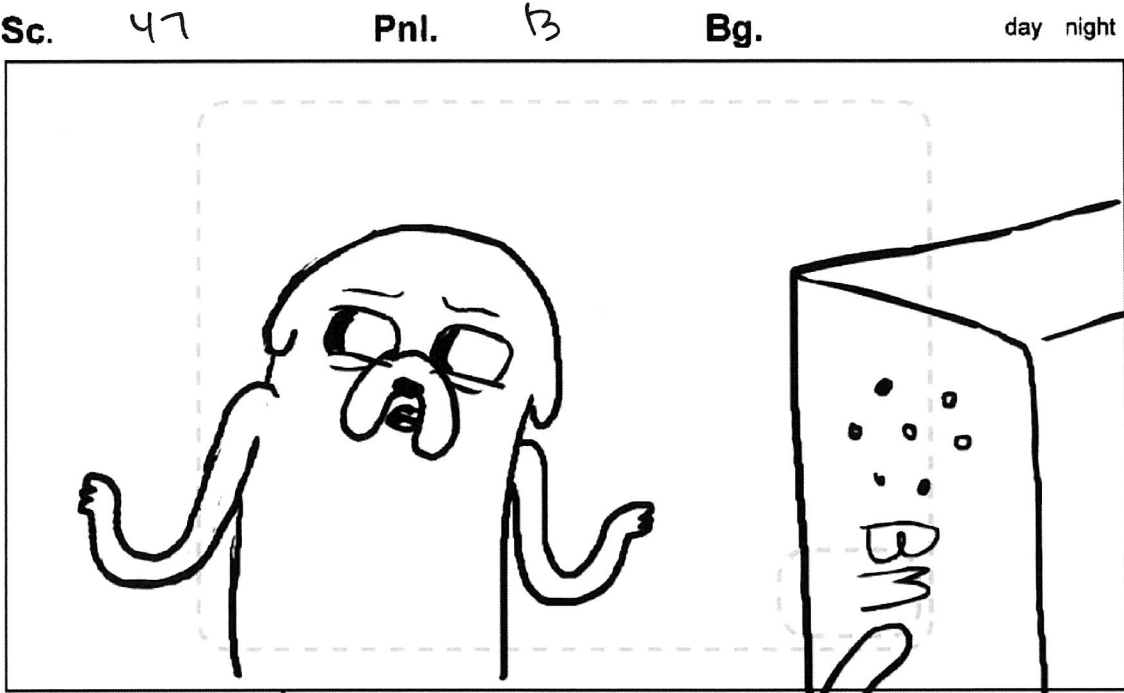


Sc. 47 Pnl. A Bg. day night



Dialog:	<p>BMO WE NEED YOUR HELP!</p> <p>JAKE WELL-THING IS-</p>
Action:	<p>JAKE SCRATCHES HEAD</p>
Timing:	

ADVENTURE TIME



Dialog: (J) I'VE BEEN WORKING ON THIS THING - AND...I'VE BEEN COLLECTING, LIKE, LOTS OF STUFF!

Action: JAKE STUMBLING THROUGH HIS WORDS, HESITANT

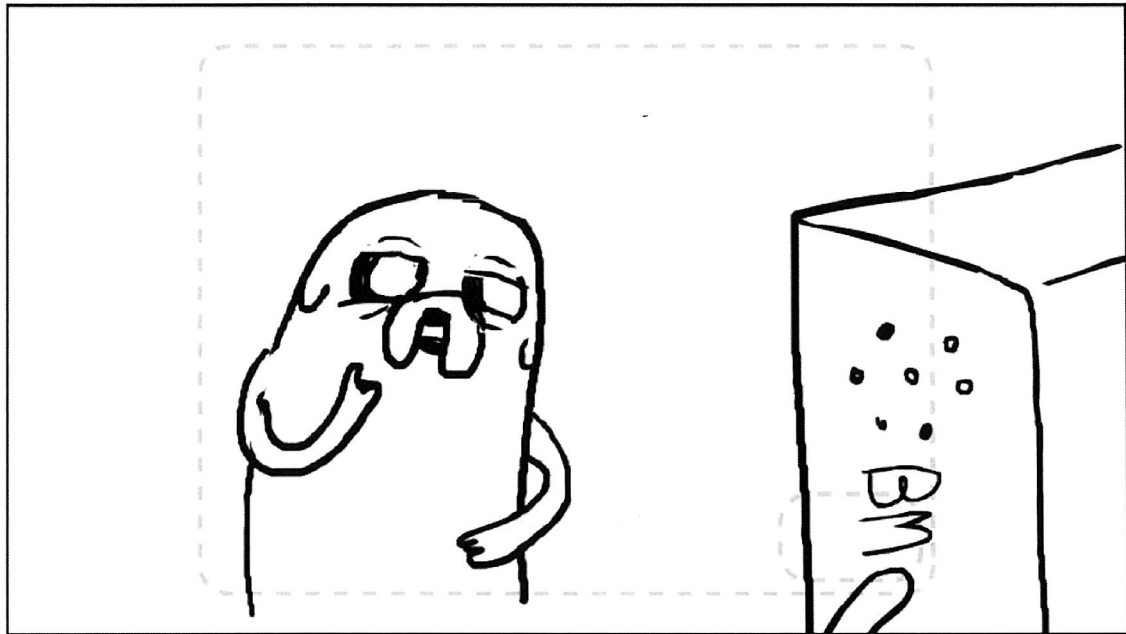
Timing:

EPISODE # 1034-205
Production :

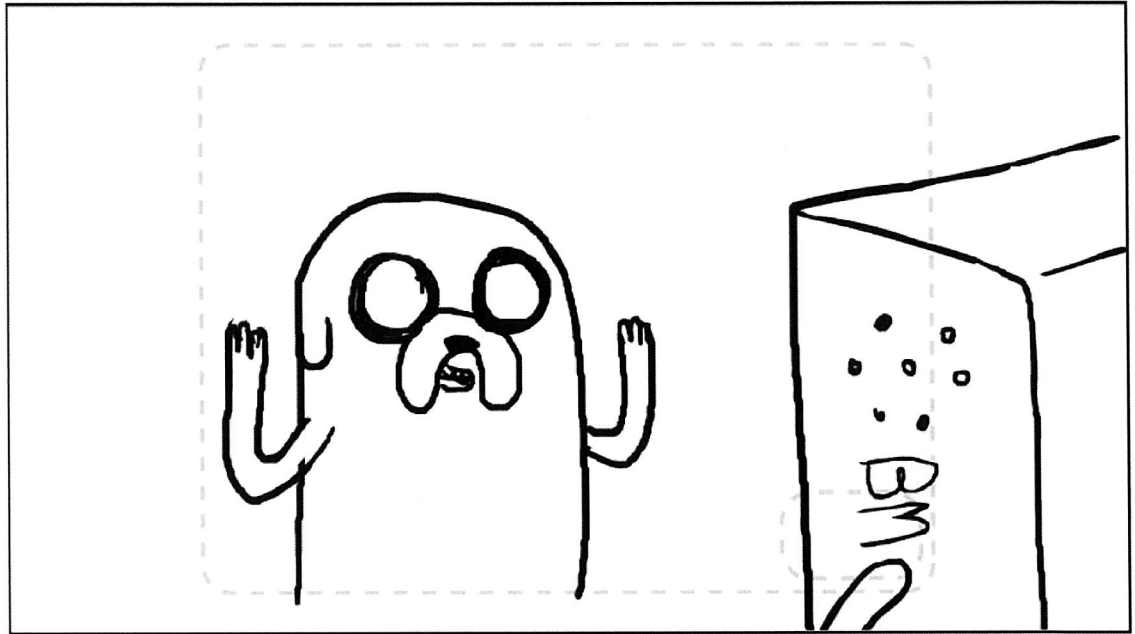
ADVENTURE TIME



Sc. 47 Pnl. D Bg. day night

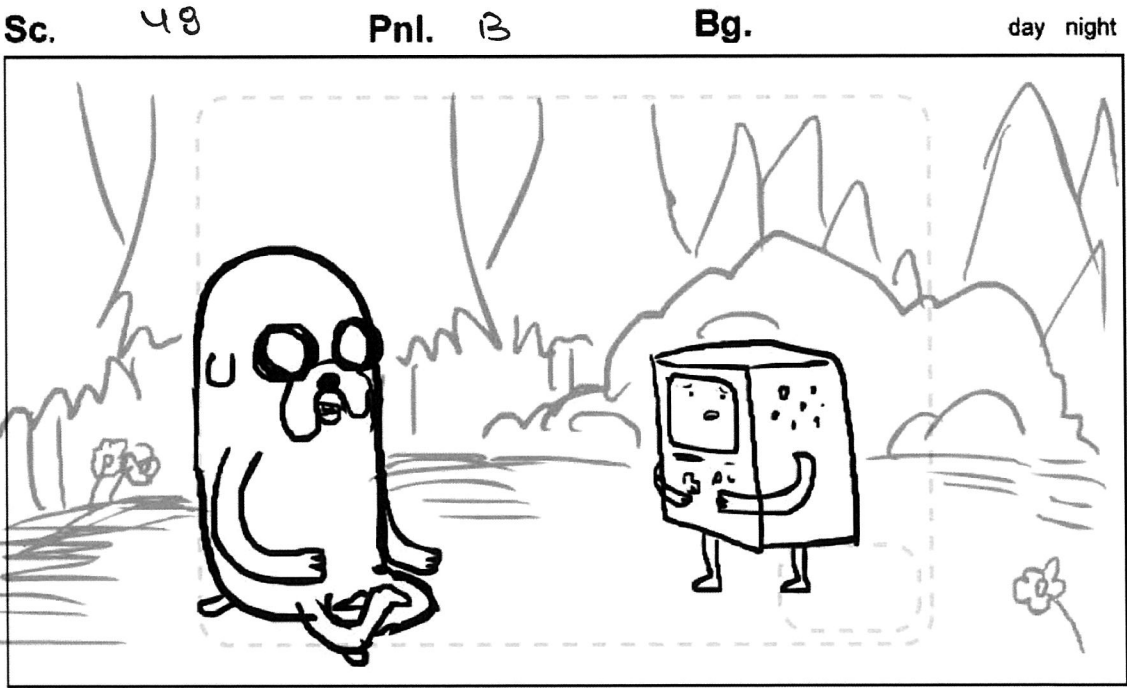
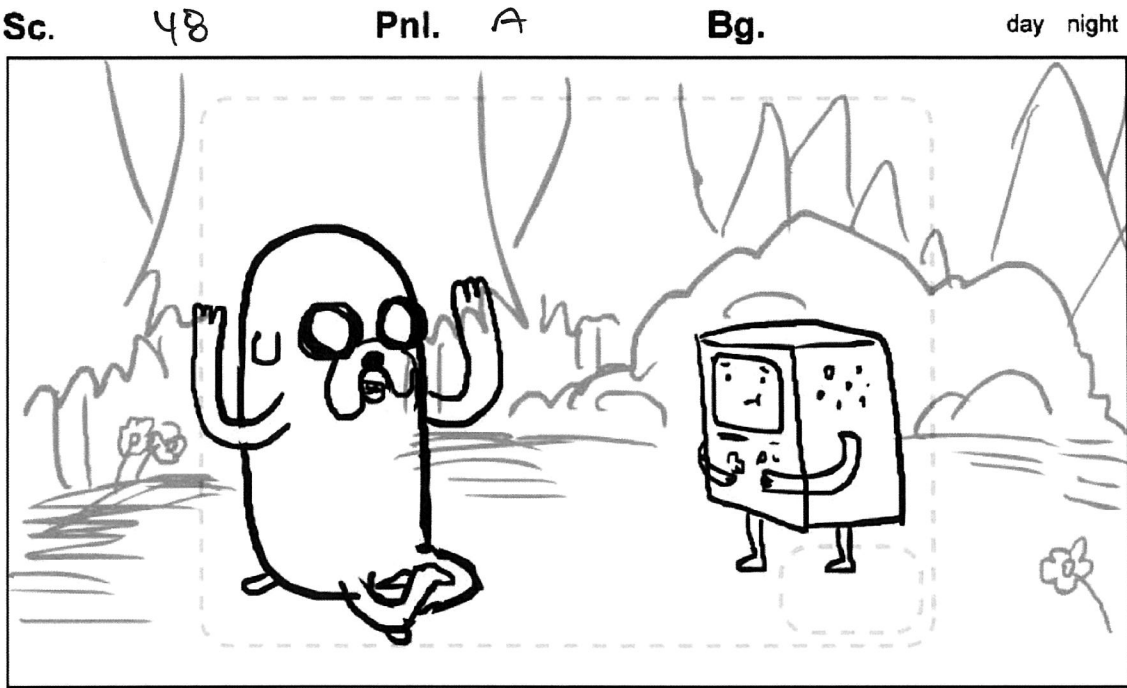


Sc. 47 Pnl. E Bg. day night



Dialog:	<p>⓵ UH... I JUST CAN'T REALLY <u>SHOW</u> ANYBODY YET —</p>	<p>BUT TRUST ME, MAN! IT'LL BE GREAT! ...I PROMISE!</p>
Action:	<p>J SPEAKING MORE CONFIDENTLY EYES WIDEN</p>	
Timing:		

ADVENTURE TIME

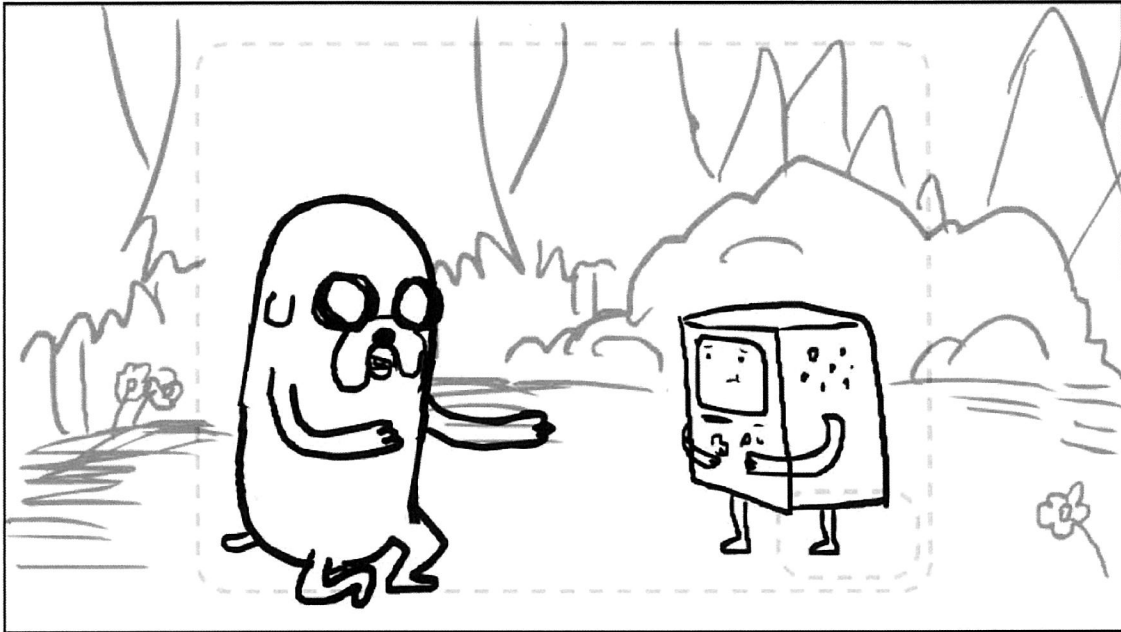


Dialog:	<p>BMO BUT... BUT JAKE I DON'T SEE ANYTHING HERE—</p>
Action:	<p>JAKE INTERRUPTS</p>
Timing:	

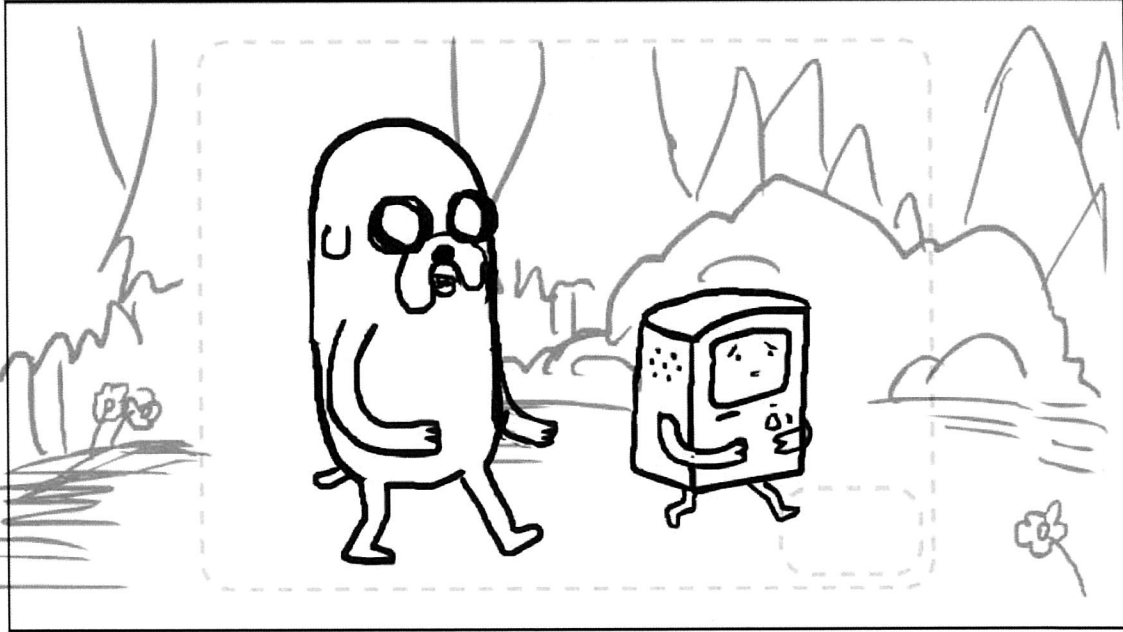
ADVENTURE TIME



Sc. 48 Pnl. C Bg. day night



Sc. 48 Pnl. D Bg. day night



Dialog: (J) I'M TELLIN YA MAN! YOU'RE THINKING
TOO MUCH WITH THOSE EYEBALLS

- AND NOT ENOUGH WITH YOUR
MIND-HOLE...

Action: JAKE GETS UP

Timing:

1034-205

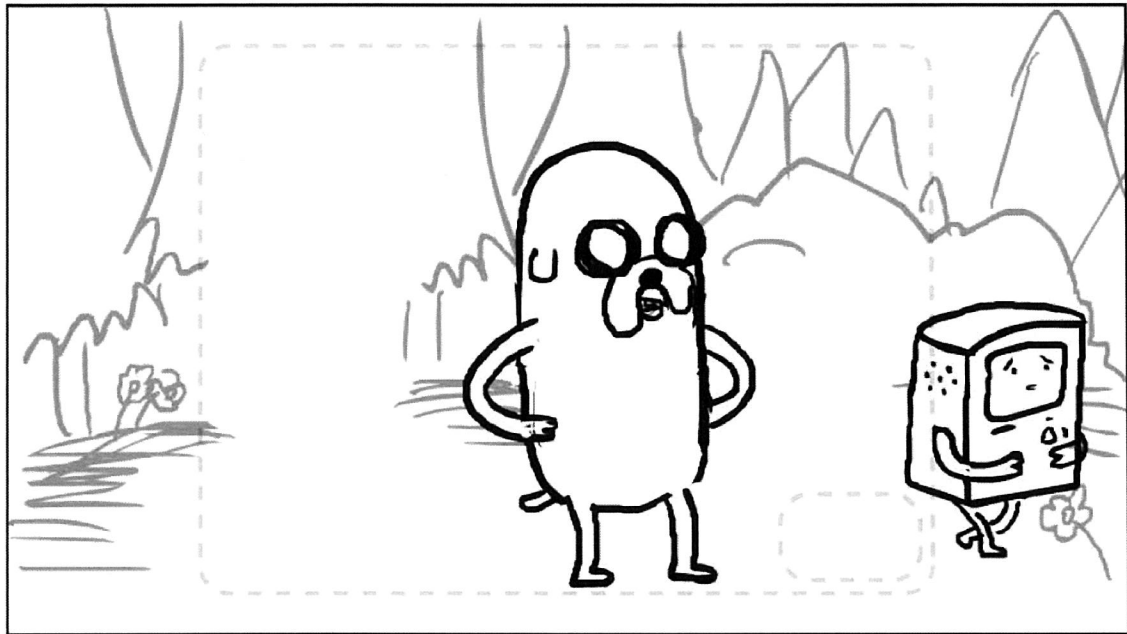
EPISODE #

Production :

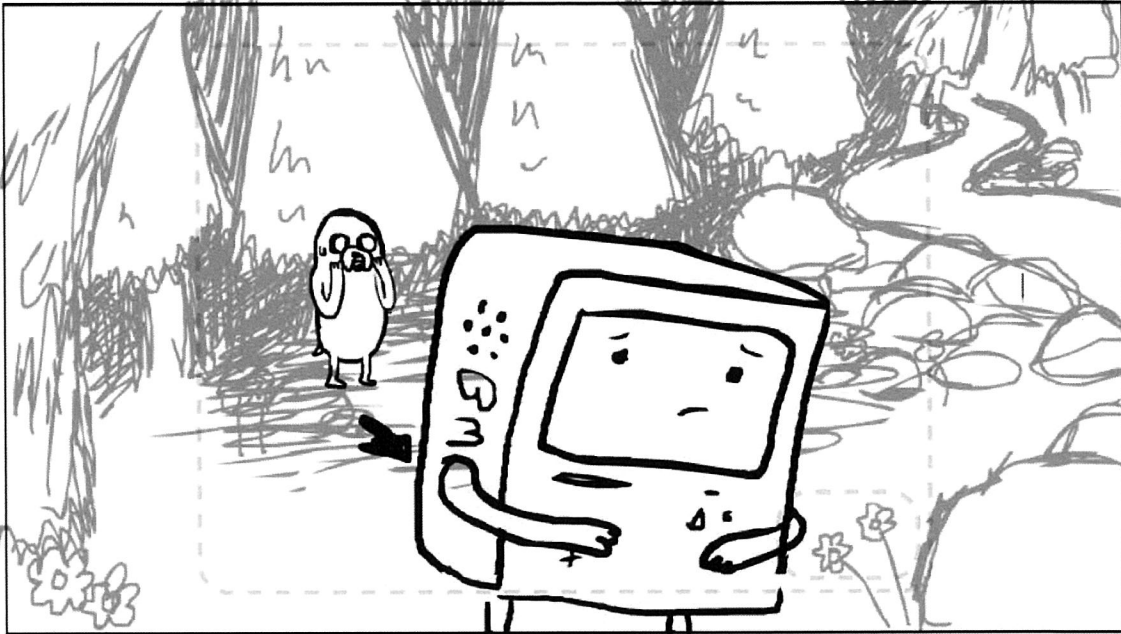
ADVENTURE TIME



Sc. 48 Pnl. E Bg. day night



Sc. 49 Pnl. A Bg. day night



Dialog:	ⓐ ...OR WHATEVER COMPUTER THINGY YOU GOT UP IN THERE (ALMOST MUMBLING)	ⓐ I'LL CATCH YA LATER MAN -
Action:	JAKE USHERS HIM OUT	BMO WALK TOWARDS CAM
Timing:		

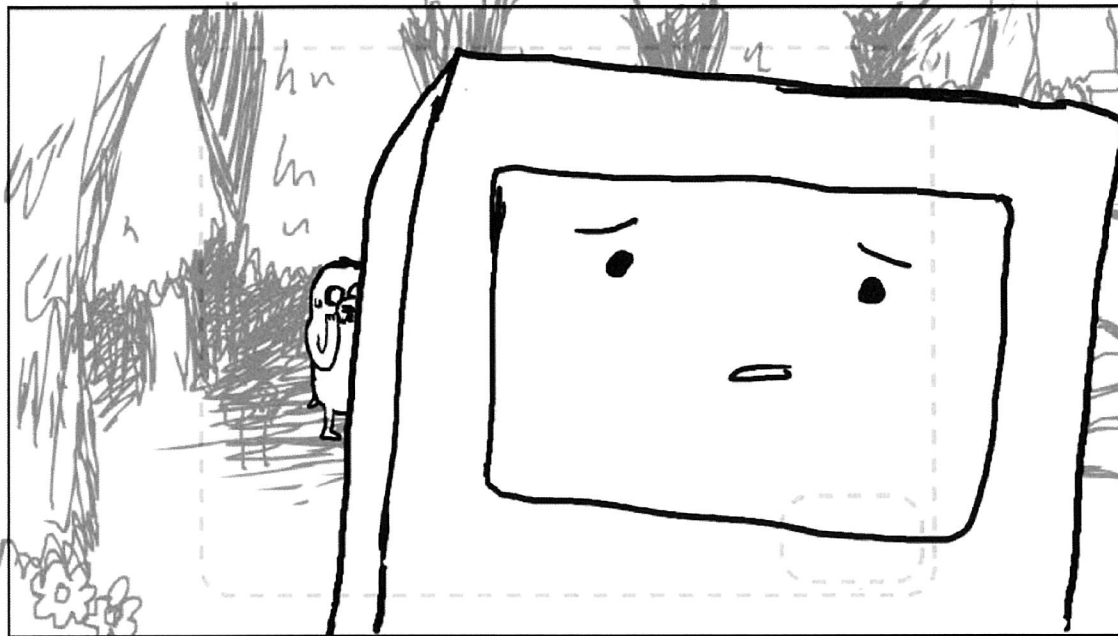
EPISODE # 1034-205
Production :

ADVENTURE TIME

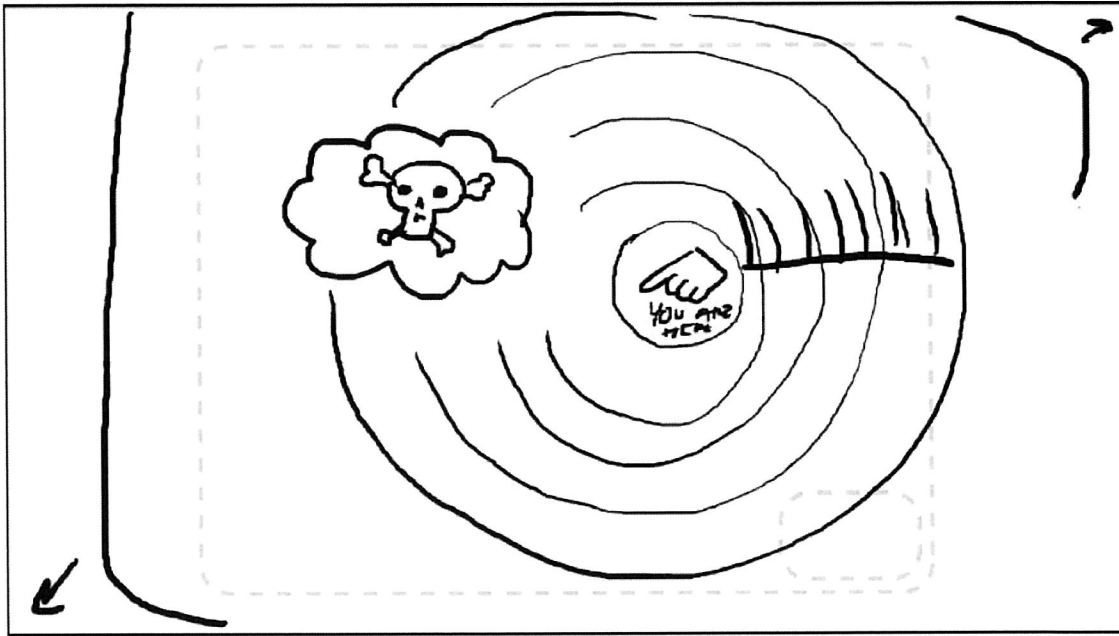


Page 77

Sc. 49 Pnl. B Bg. day night



Sc. 50 Pnl. A Bg. day night



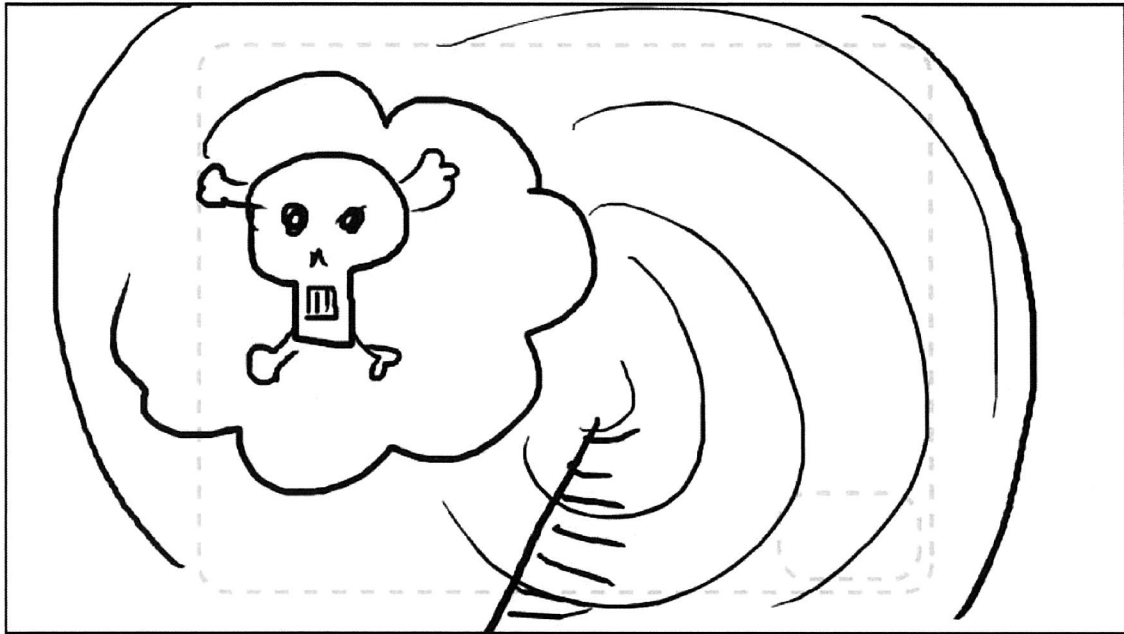
Dialog:	(J) - DON'T WORRY!	
Action:	BMO FACE CHANGES TO RADAR + FILLS SCREEN	STORM BLINKING RED W/ BEEP RHYTHM
Timing:		

EPISODE # 1034-205
Production :

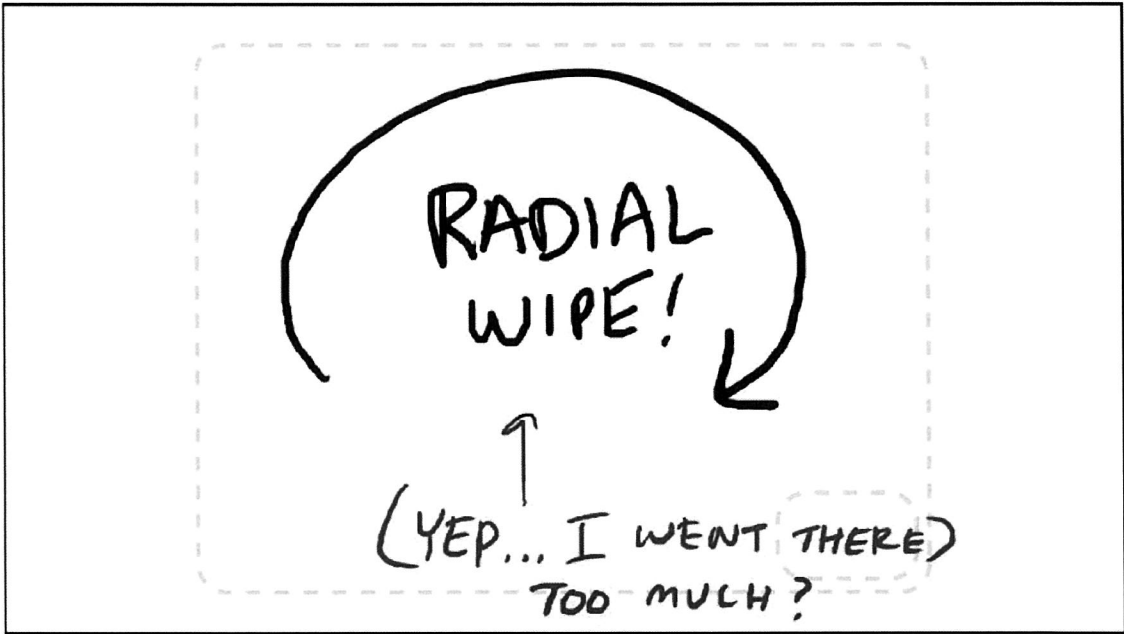
ADVENTURE TIME



Sc. 50 Pnl. B Bg. day night



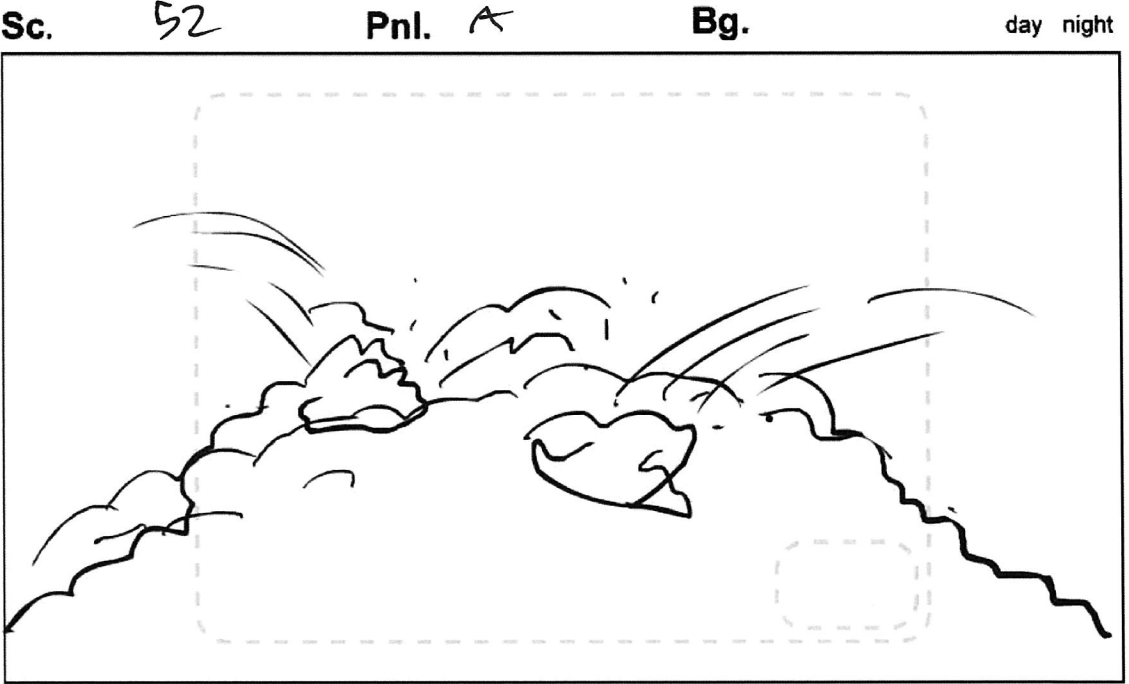
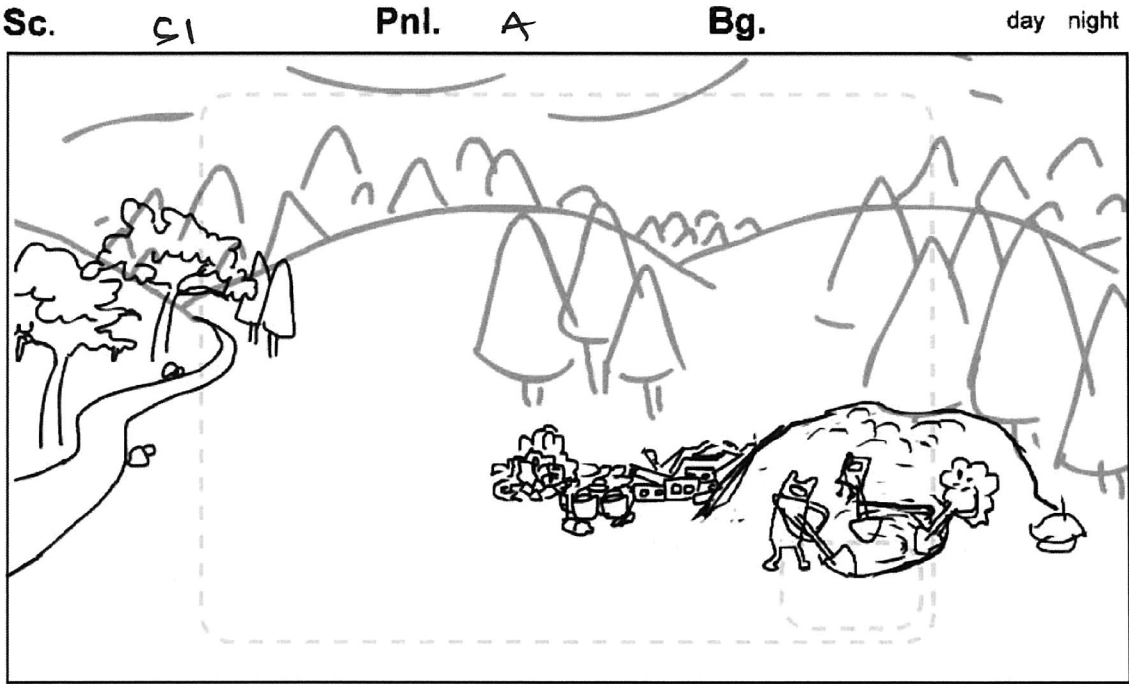
Sc. Pnl. Bg. day night



Dialog:	
Action:	<p>STORM BLINK + BEEP RHYTHM BECOMES BEAT/TEMPO OF MONTAGE(ISH) MUSIC →</p> <p>RADAR SWIPE BECOMES RADIAL WIPE</p>
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:		
80's ^{-15#} MUSIC MONTAGE?		
Action:	(LATER IN DAY)	*SHOVELING DIRT
		DIRT HITTING PILE
Timing:		

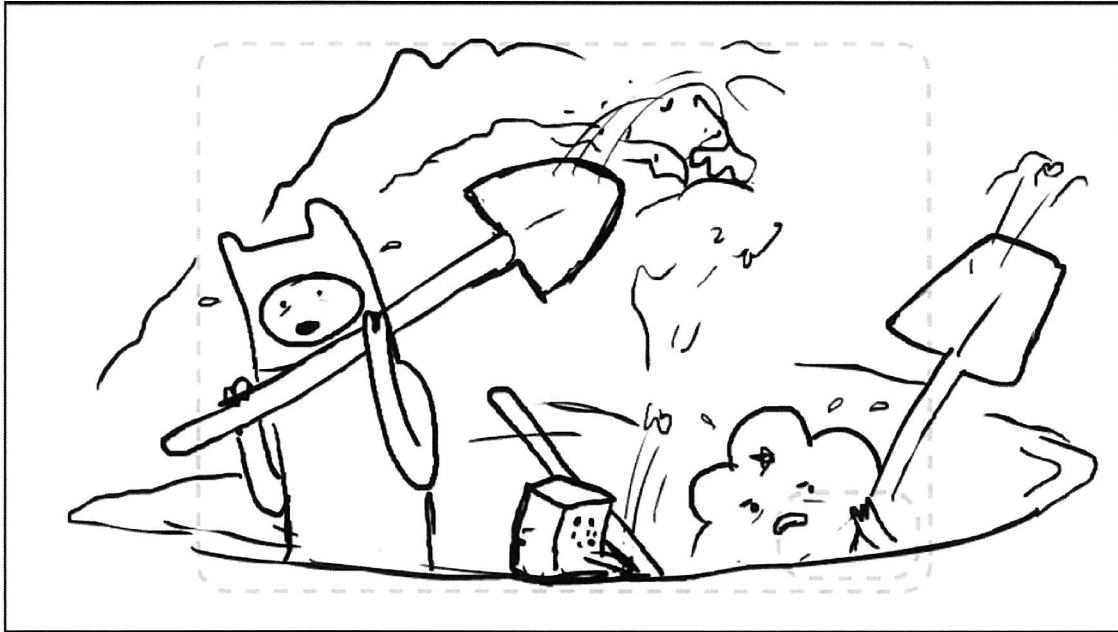
EPISODE # 1034-205

Production :

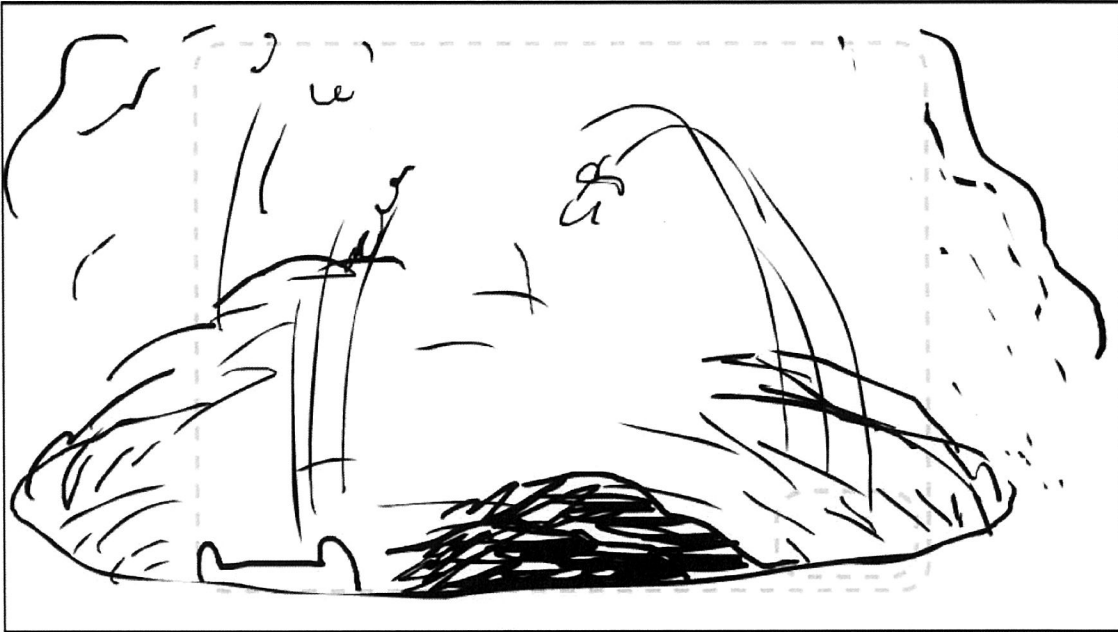
ADVENTURE TIME



Sc. 53 Pnl. A Bg. day night

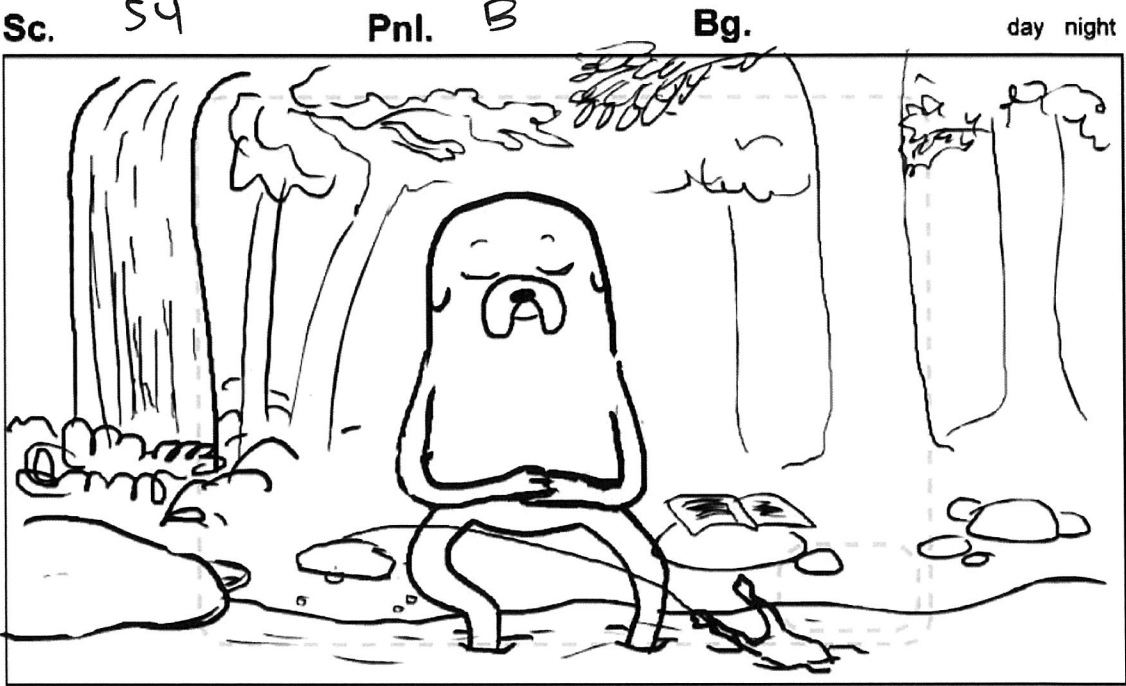
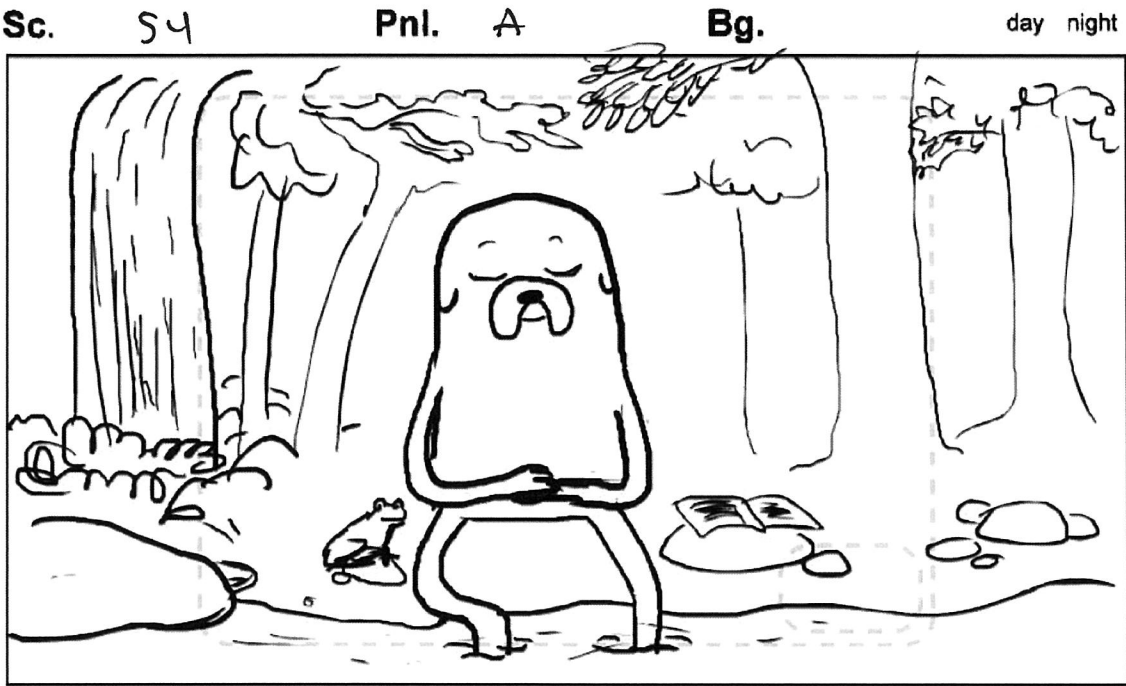


Sc. 53 Pnl. B Bg. day night



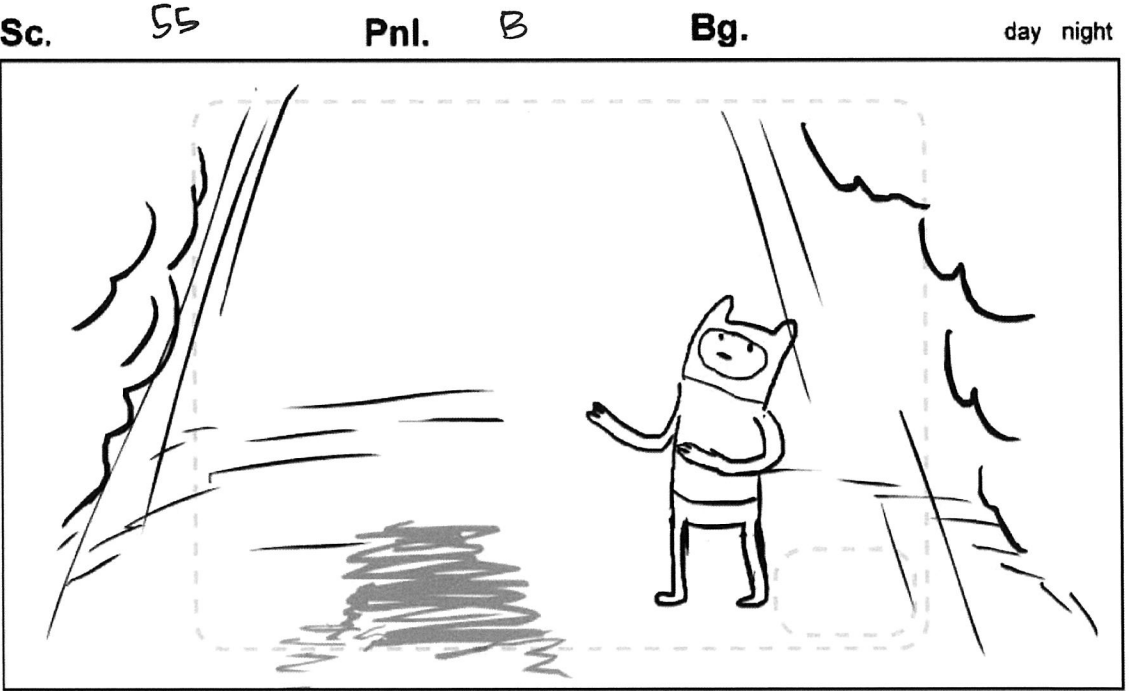
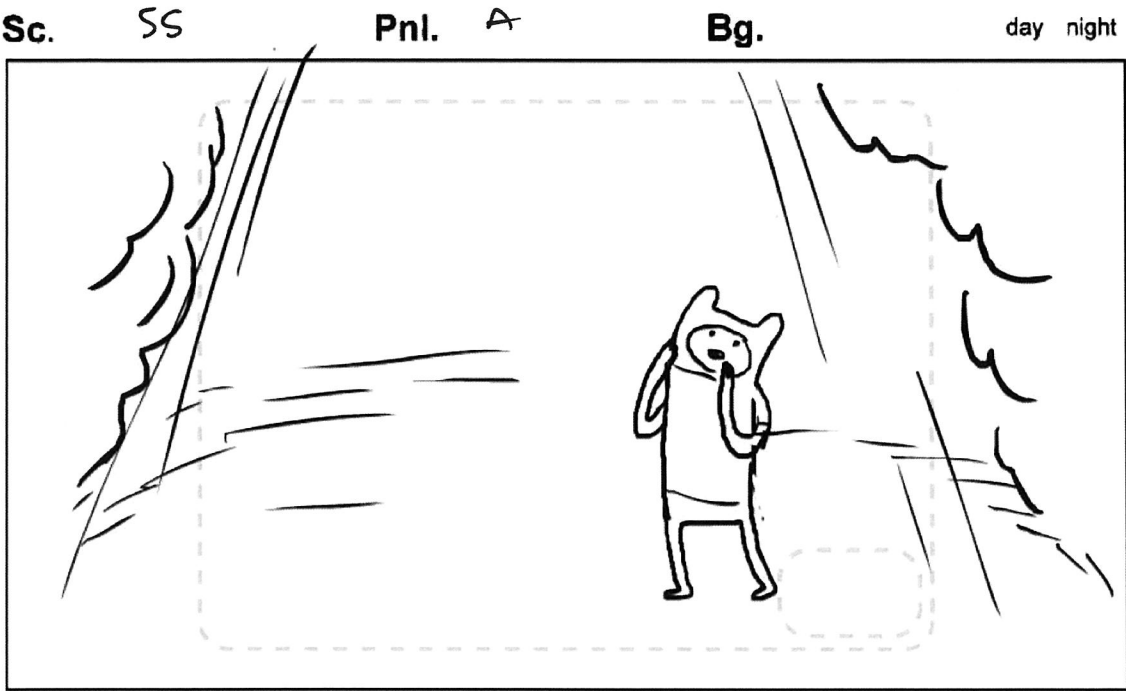
Dialog:
Action:
Timing:

ADVENTURE TIME



Dialog:	SFX: FROG CROAK	
	(SFX: WATER SOUNDS, STREAM + WATERFALL)	
Action:	CUT FROM INTENSE WORKING + GRUNTS (w/INTENSE MUSIC) TO JAKE IN PEACEFUL AMBIENCE / LEGS STRETCHED INTO WATER	FROG JUMPS INTO WATER
Timing:		

ADVENTURE TIME



Dialog: F/ OK, LSP, HOIST EM!

Action: SPOTLIT FROM HOLE ABOVE

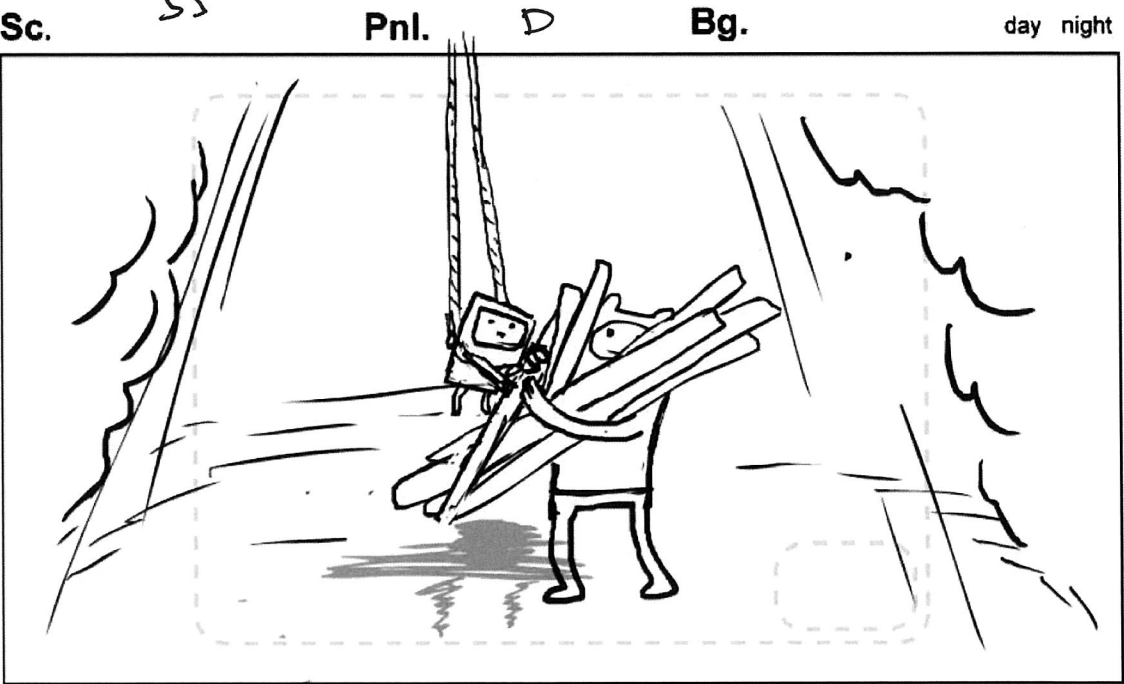
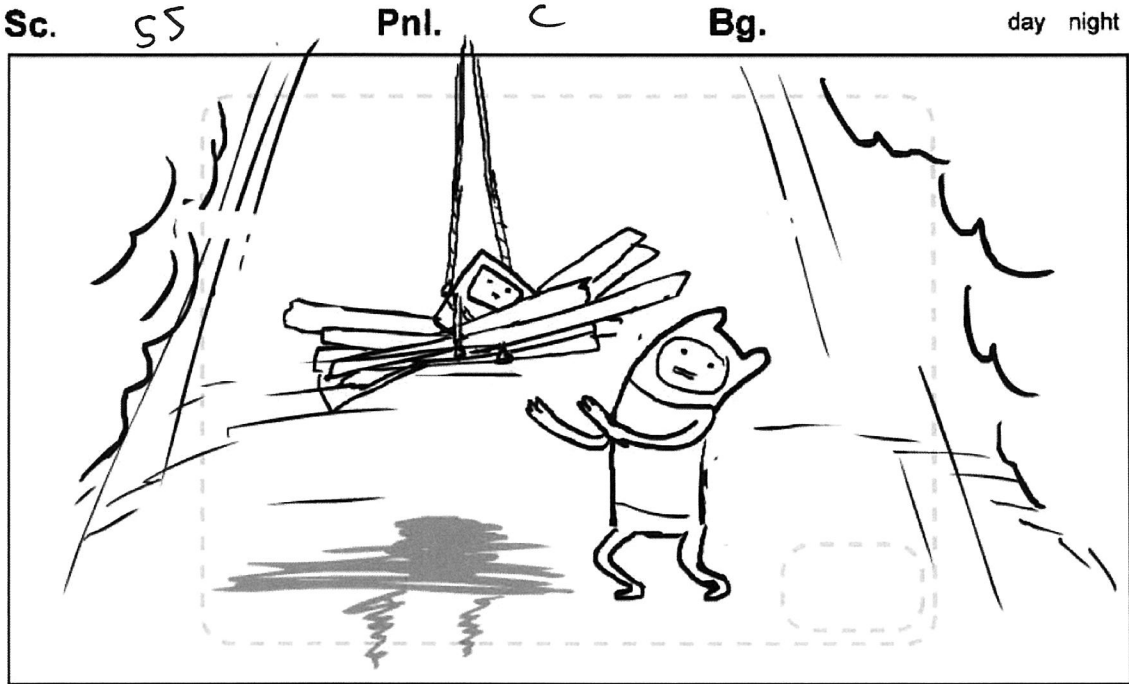
Timing:

1034-205

EPISODE #

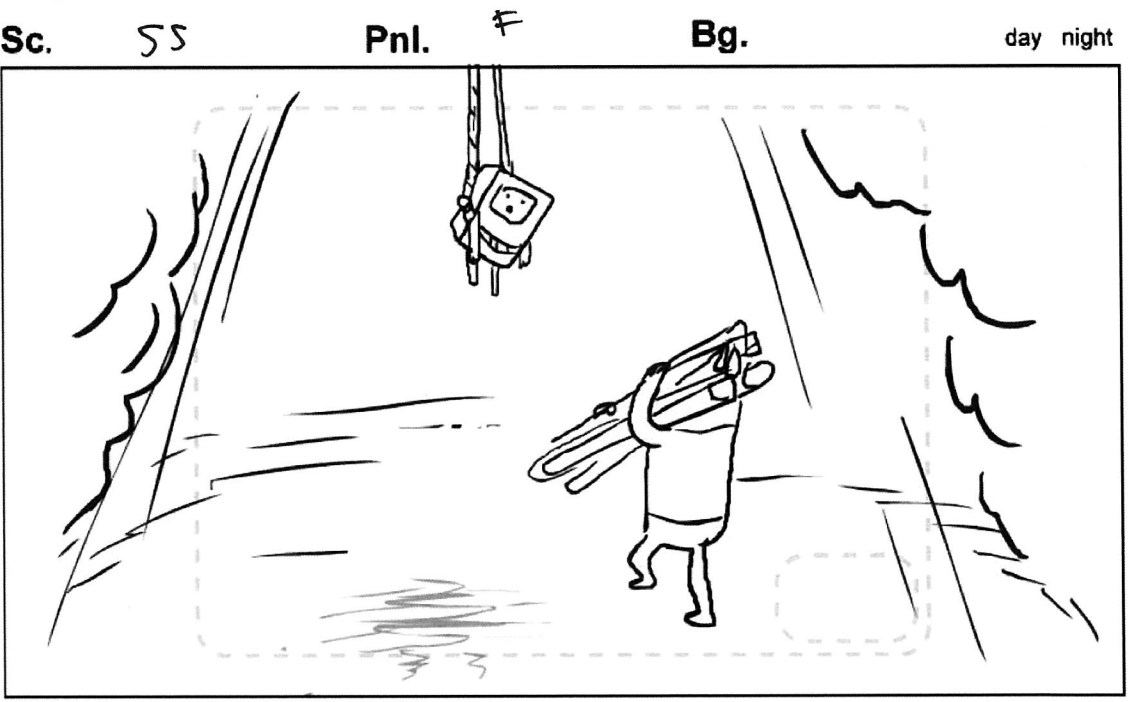
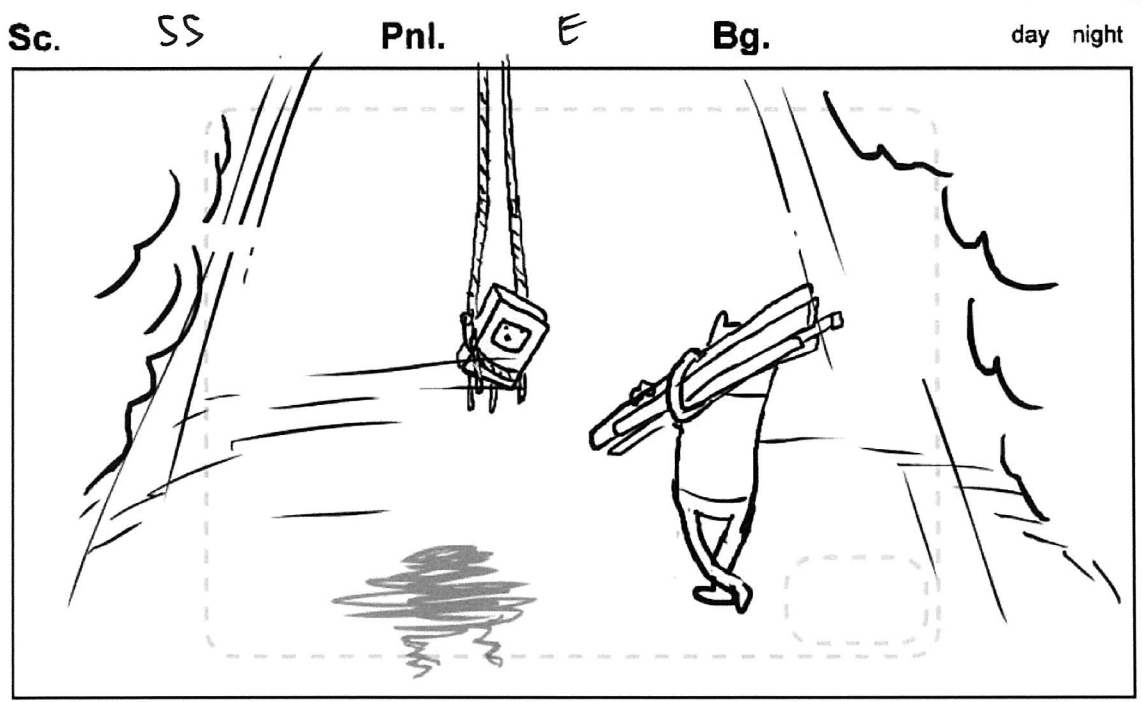
Production :

ADVENTURE TIME



Dialog:
Action: BMO DROPS INTO FRAME
Timing:

ADVENTURE TIME



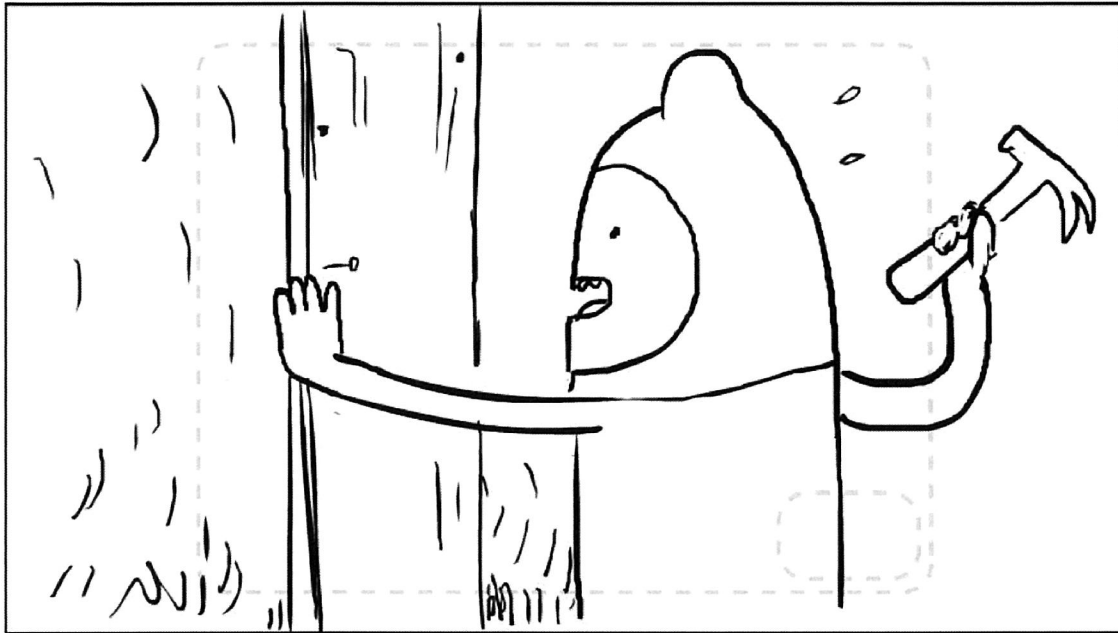
Dialog:
Action: BMO GETS HOISTED BACK UP AWKWARDLY (- GETS STUCK PART WAY, SWINGING)
Timing:

EPISODE # 1034-205
Production :

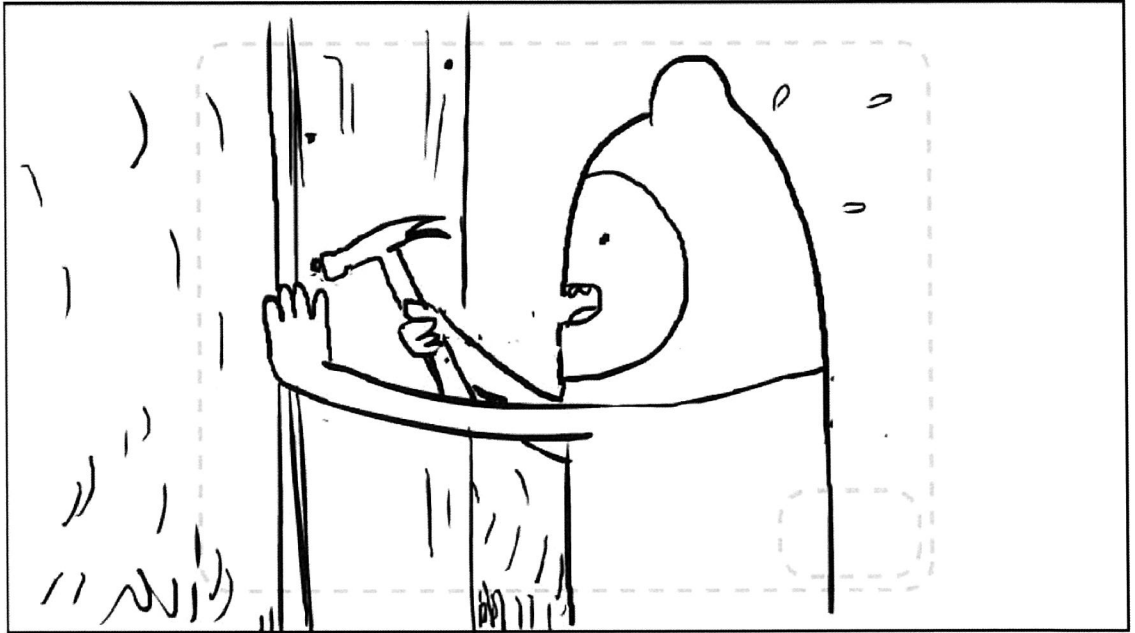
ADVENTURE TIME



Sc. 56 Pnl. A Bg. day night



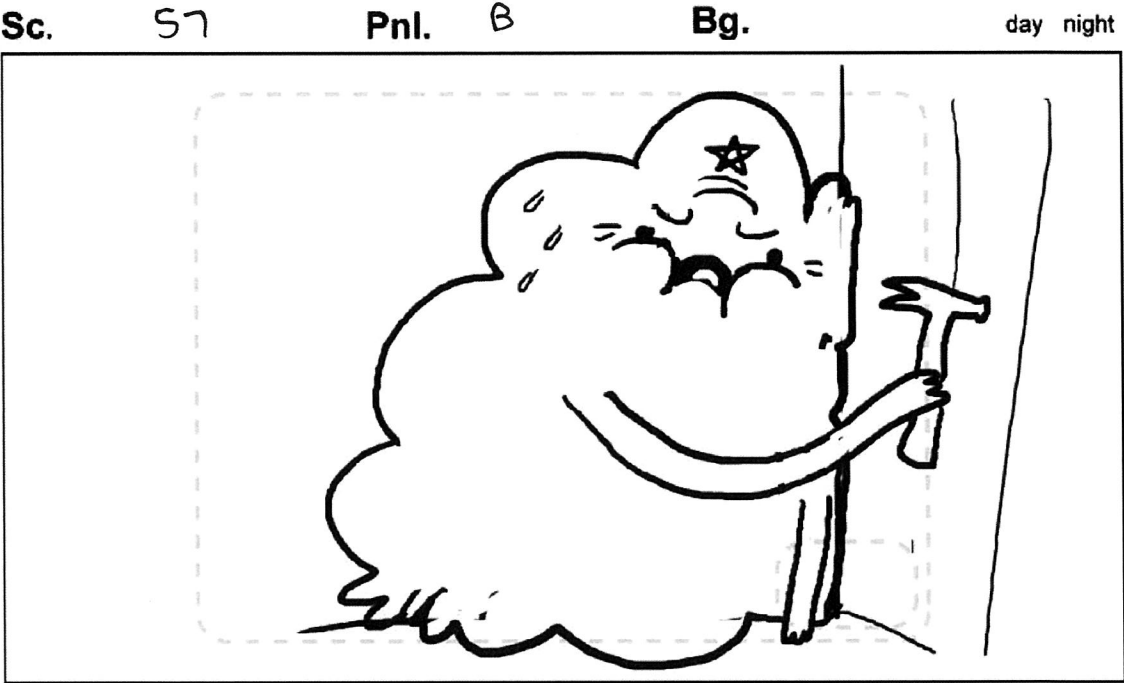
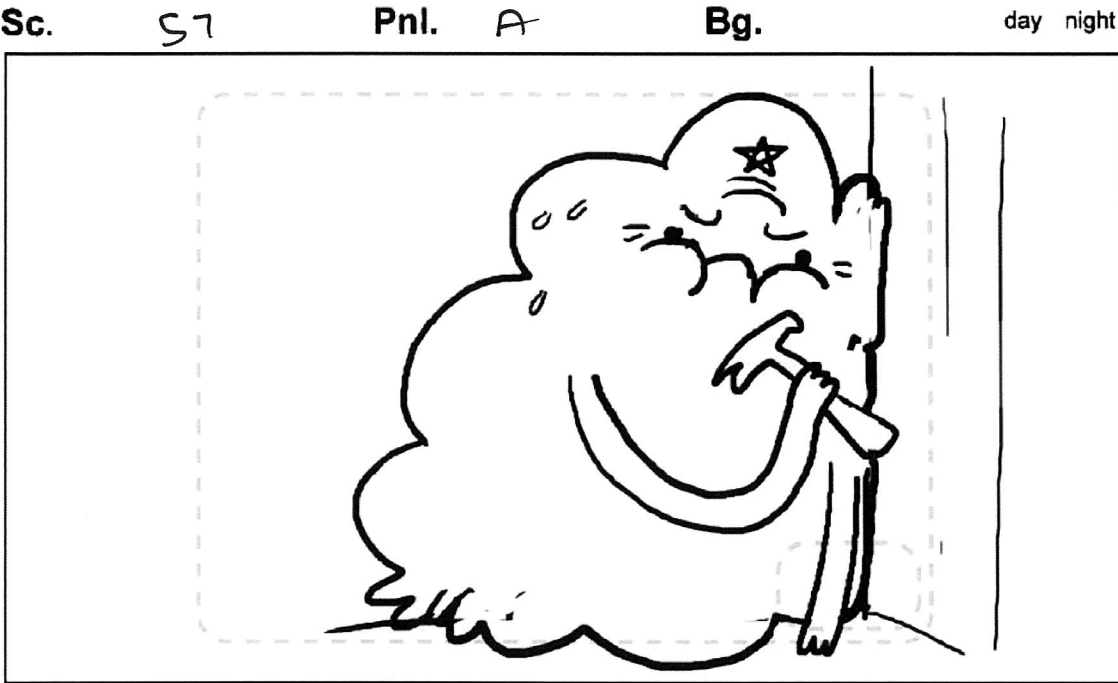
Sc. 56 Pnl. B Bg. day night



Dialog:	
Action:	
Timing:	FINN HAMMERS FAST 3x

EPISODE # 1034-205
Production :

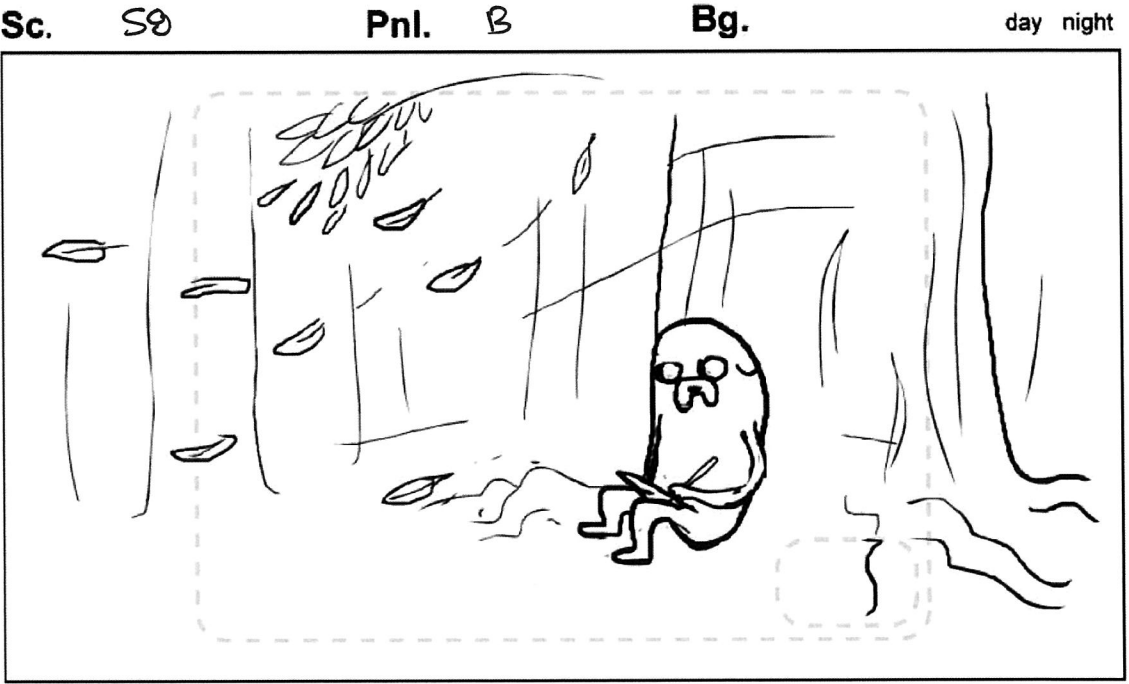
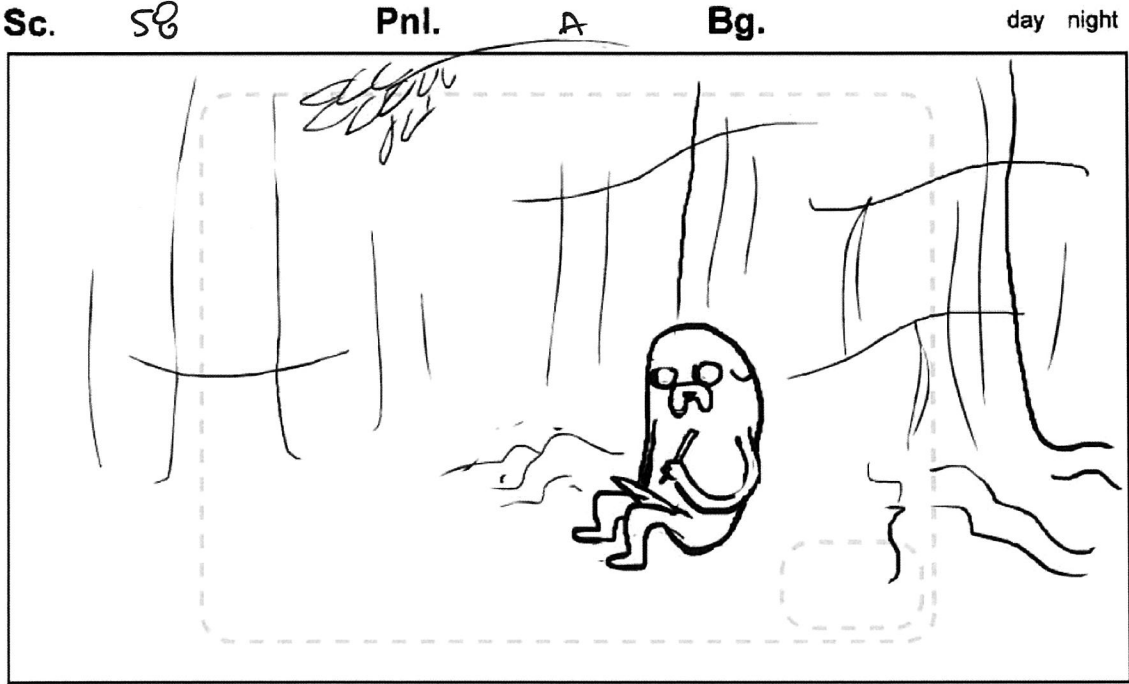
ADVENTURE TIME



Dialog:	LSP (WHINY, WHIMPERY) UUGHH! WORK IS HAAARD, YOU GUYS.
Action:	LSP PRESSED UP AGAINST CORNER WALL, EXHAUSTED
Timing:	HAMMERING LAZILY 3x

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:
Action: BREEZE ROLLS THRU * JAKE WRITES * A FEW LEAVES BLOW OFF TREES
Timing:

EPISODE # 1034-205
Production :

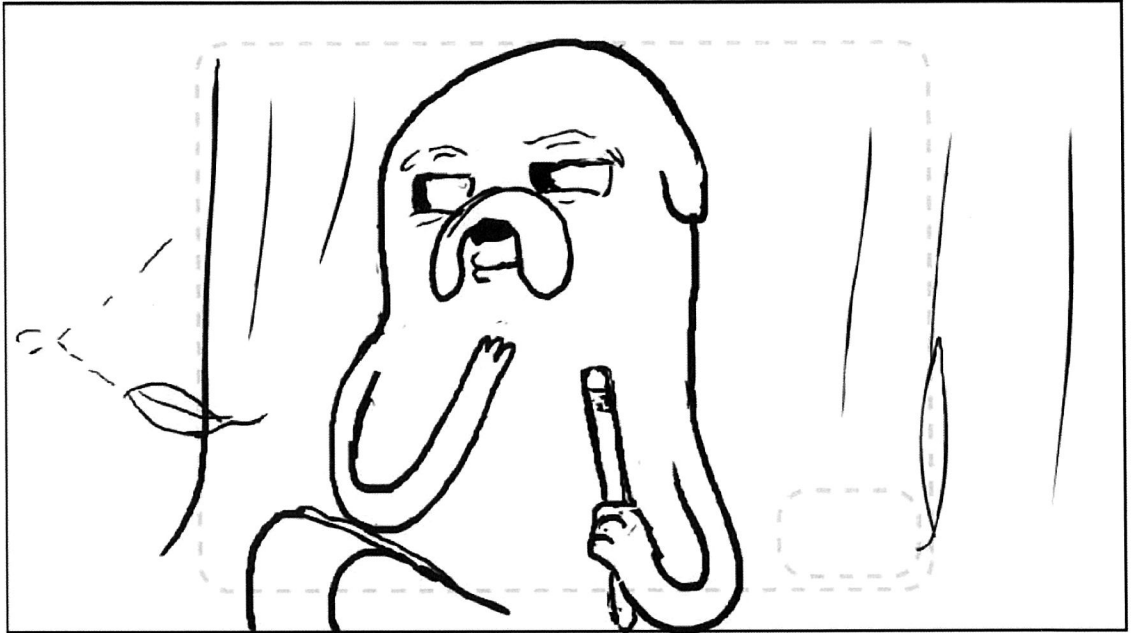
ADVENTURE TIME



Sc. 59 Pnl. A Bg. day night



Sc. 59 Pnl. B Bg. day night



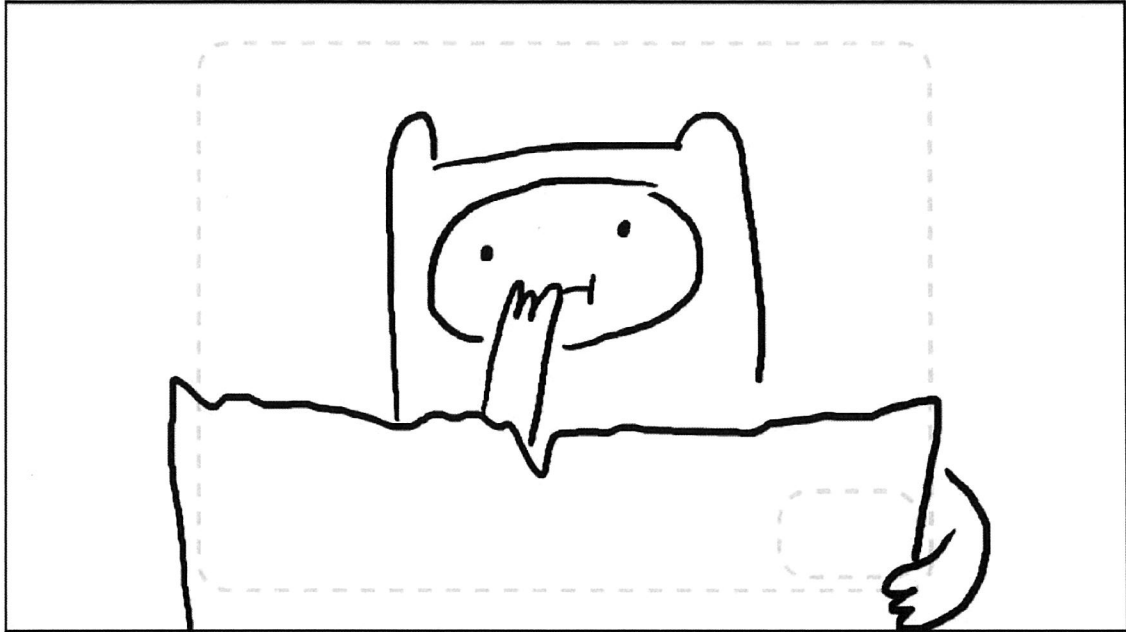
Dialog:	J/ Hmmm
Action:	LEAF FALLS GENTLY
Timing:	LEAF FALLS LIKE:

EPISODE # 1034-205
Production :

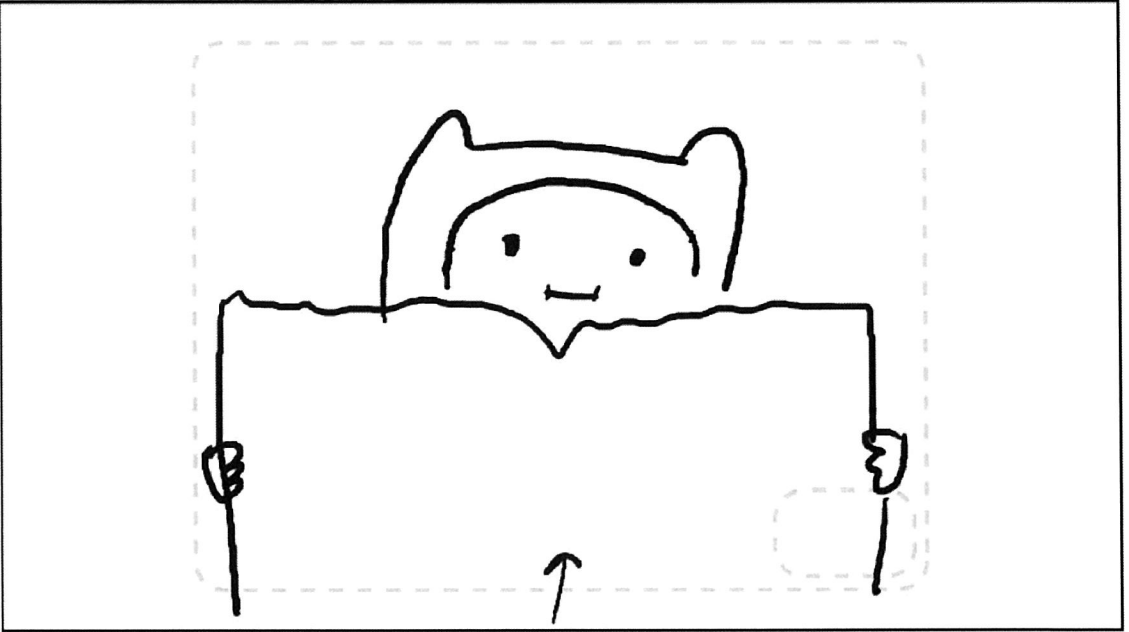
ADVENTURE TIME



Sc. 60 Pnl. A Bg. day night



Sc. 60 Pnl. B Bg. day night

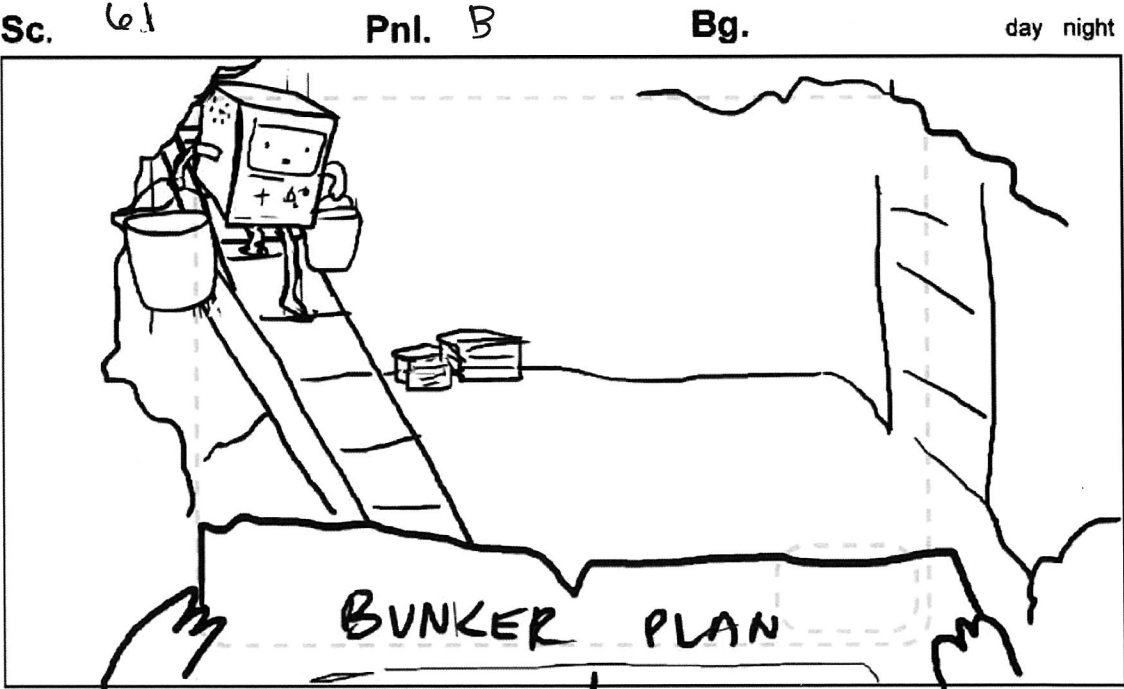
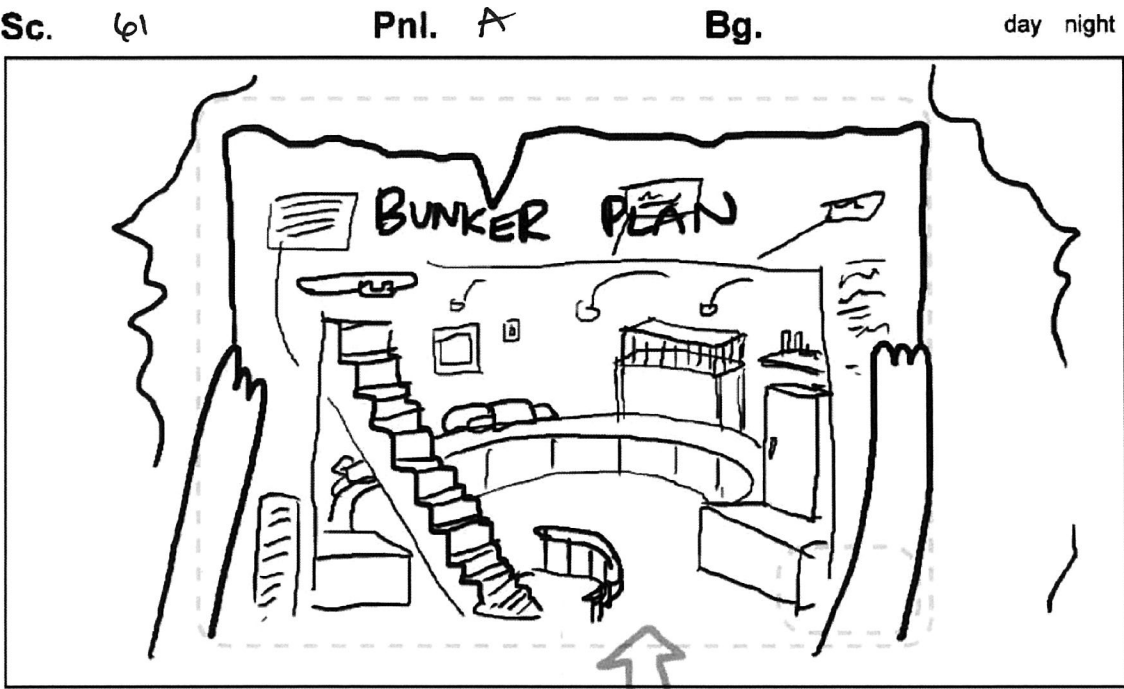


Dialog:

Action: HOLDS UP PLAN

Timing:

ADVENTURE TIME



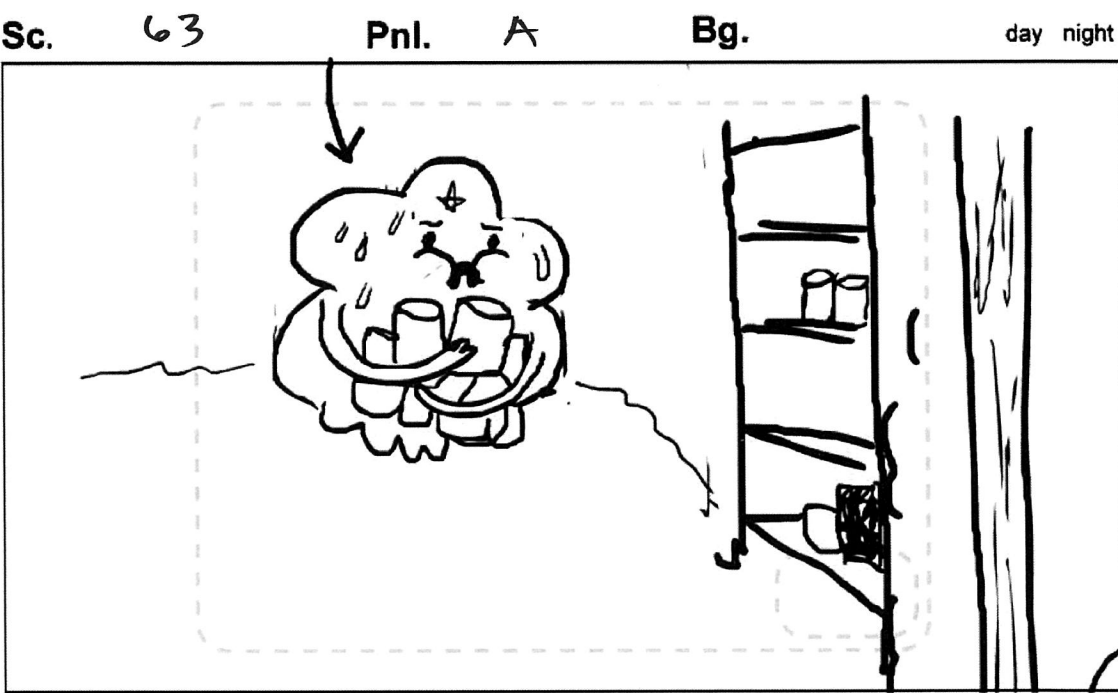
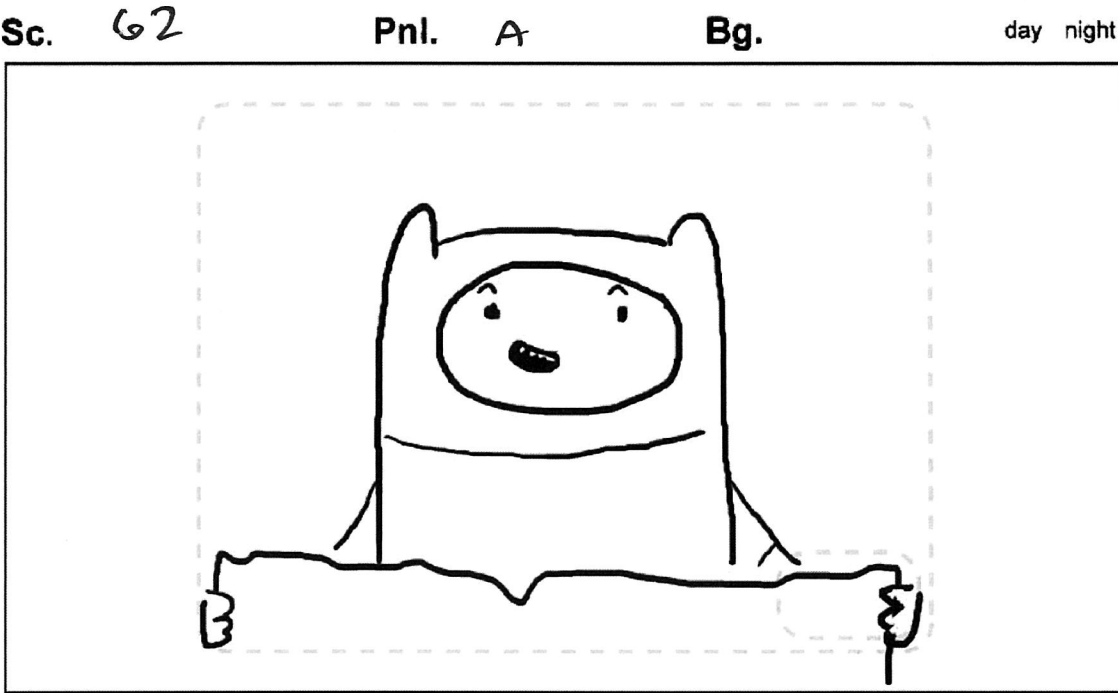
Dialog:

Action: (FLIPPED) FINISHES HOLDING UP PLAN LOWERS PLAN TO REVEAL ACTUAL BUNKER (LOOKS SUPER CRAPPY + DIY) - BMO STARTS COMING DOWN LADDER IN BG

Timing:

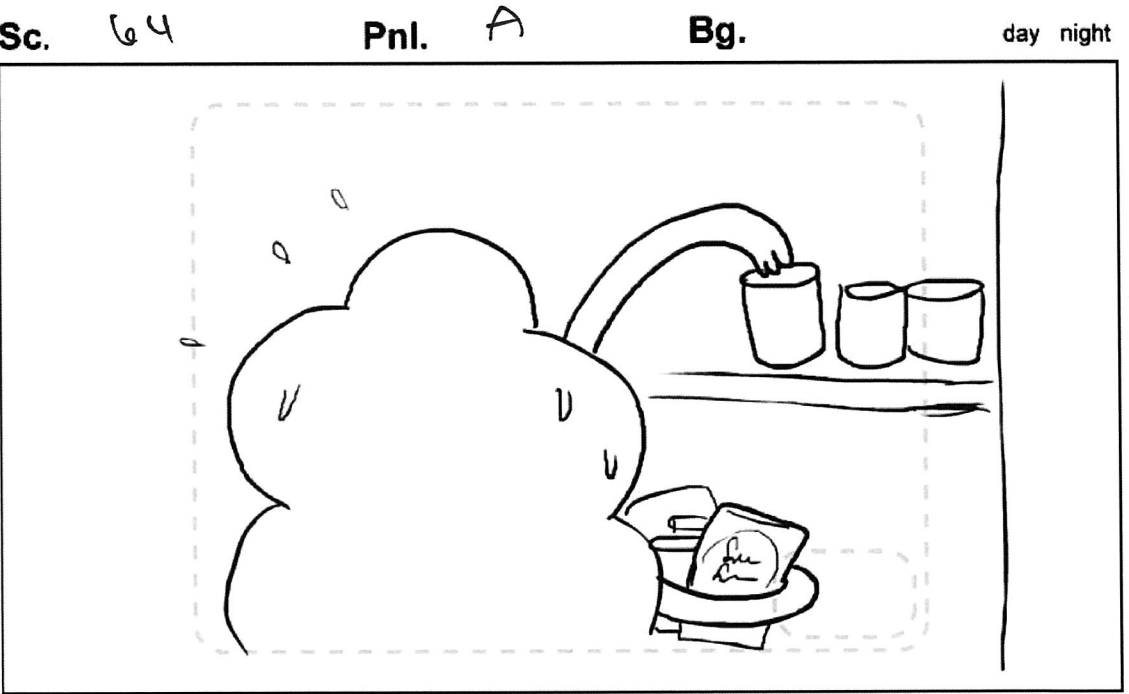
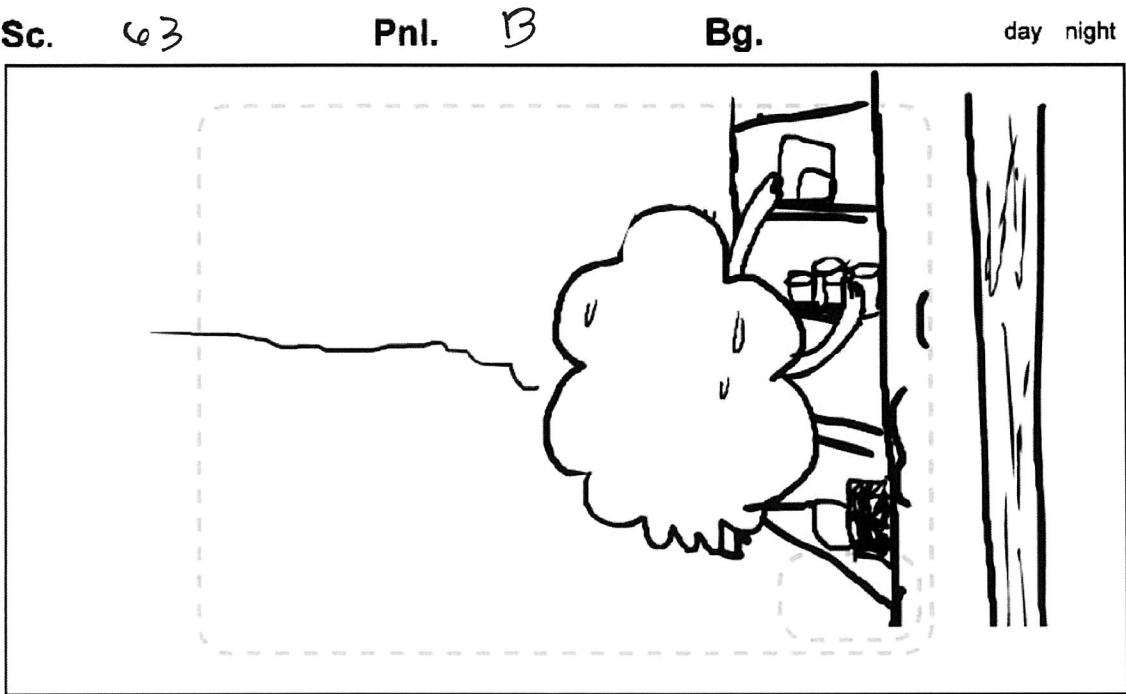
(PLAN LOWERS O/S) COMPLETELY

ADVENTURE TIME



Dialog:	(F) (TO HIMSELF) PERFECT.	(LSP)*GRUMBING TO HERSELF*
Action:	LSP COMES INTO FRAME, SWEATY	
Timing:		

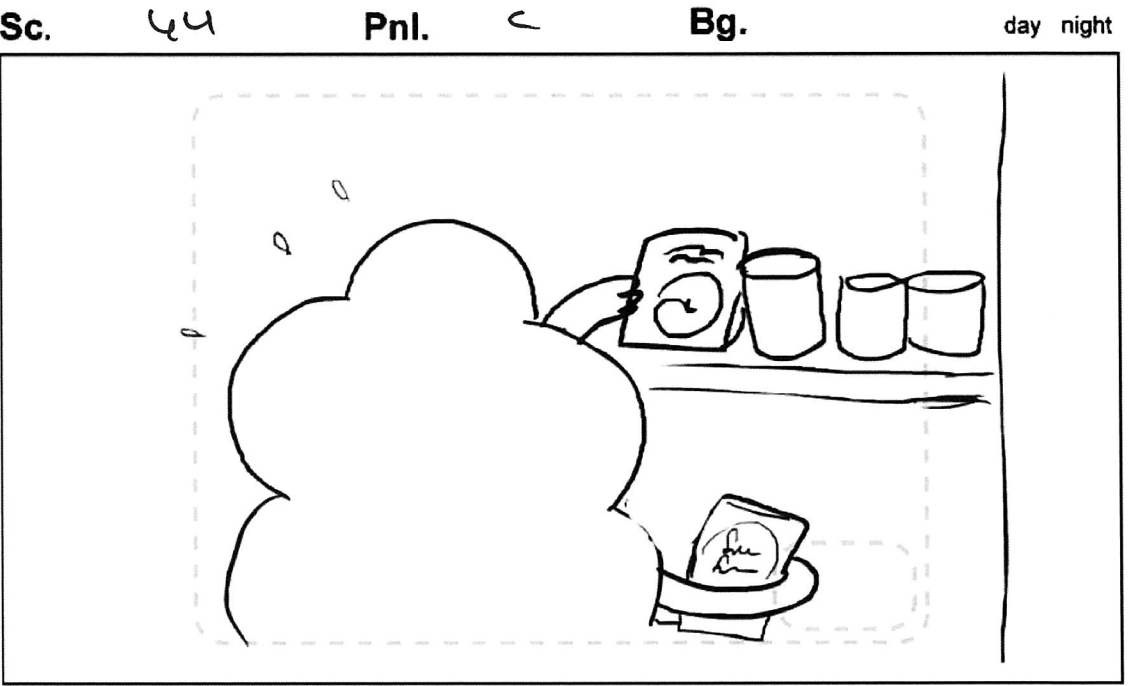
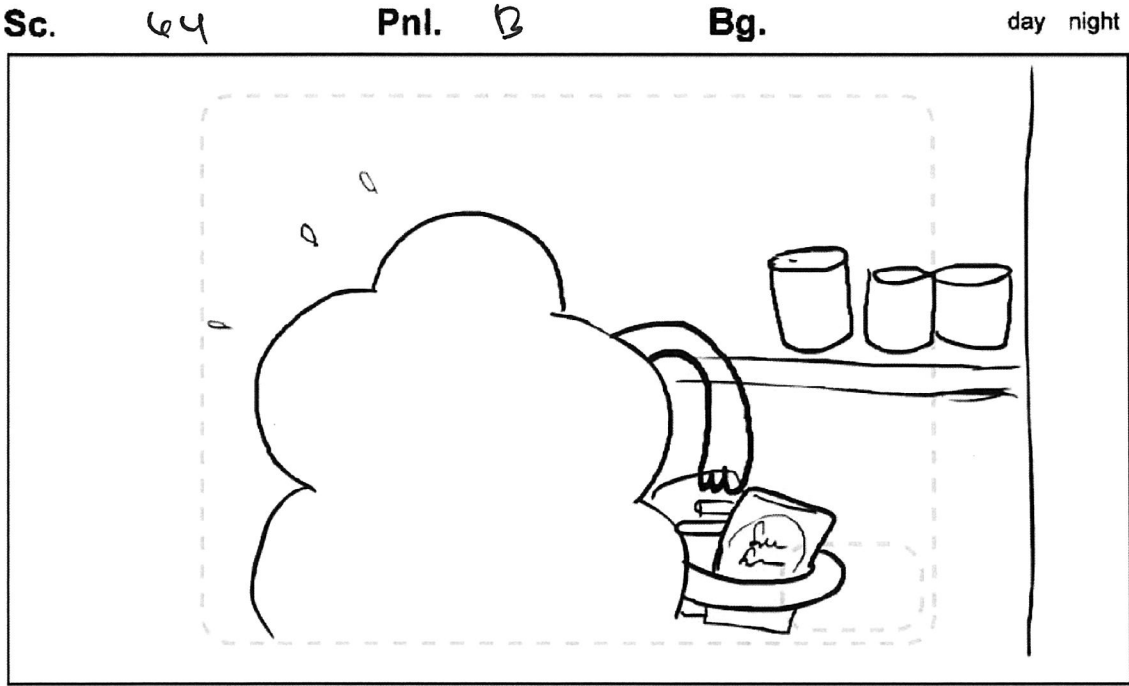
ADVENTURE TIME



Dialog:
(LSP) *GRUMBING TO HERSELF*
Action:
Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:

(LSP)* GRUMBING TO HERSELF *

Action:

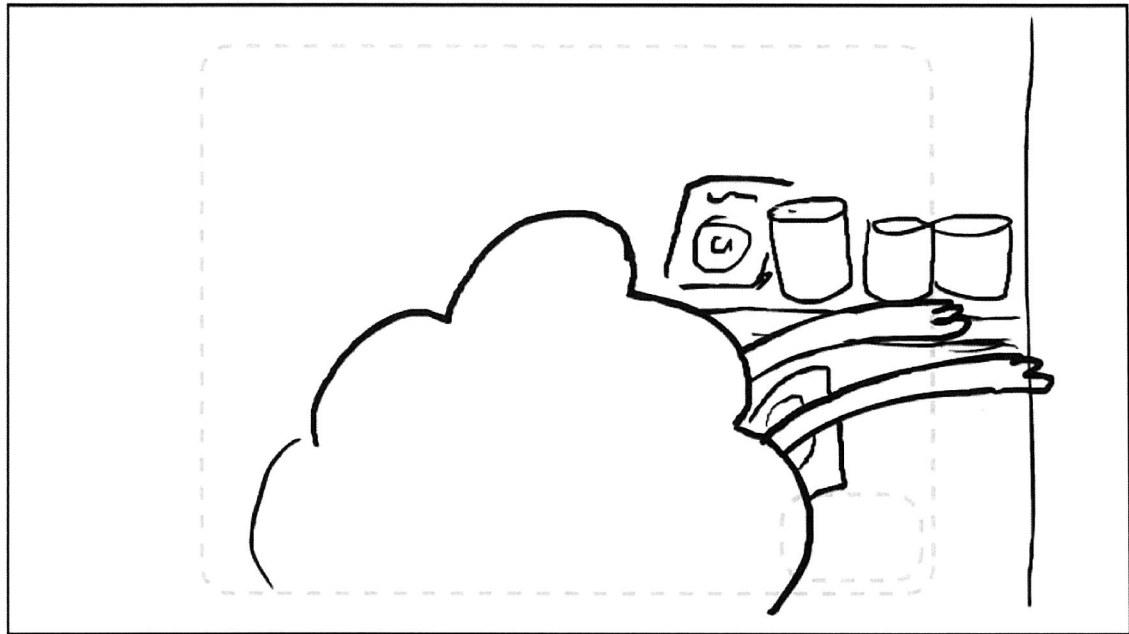
Timing: LSP PAUSES FOR A BEAT W/
HAND ON CHIPS

EPISODE # 1034-205
Production :

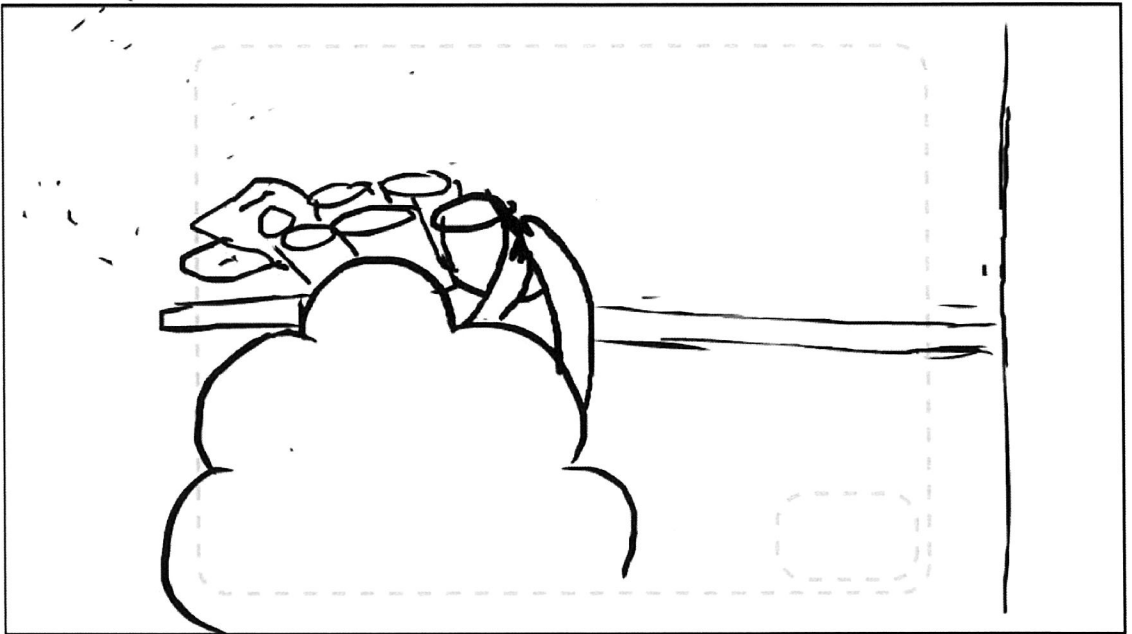
ADVENTURE TIME



Sc. 64 Pnl. D Bg. day night



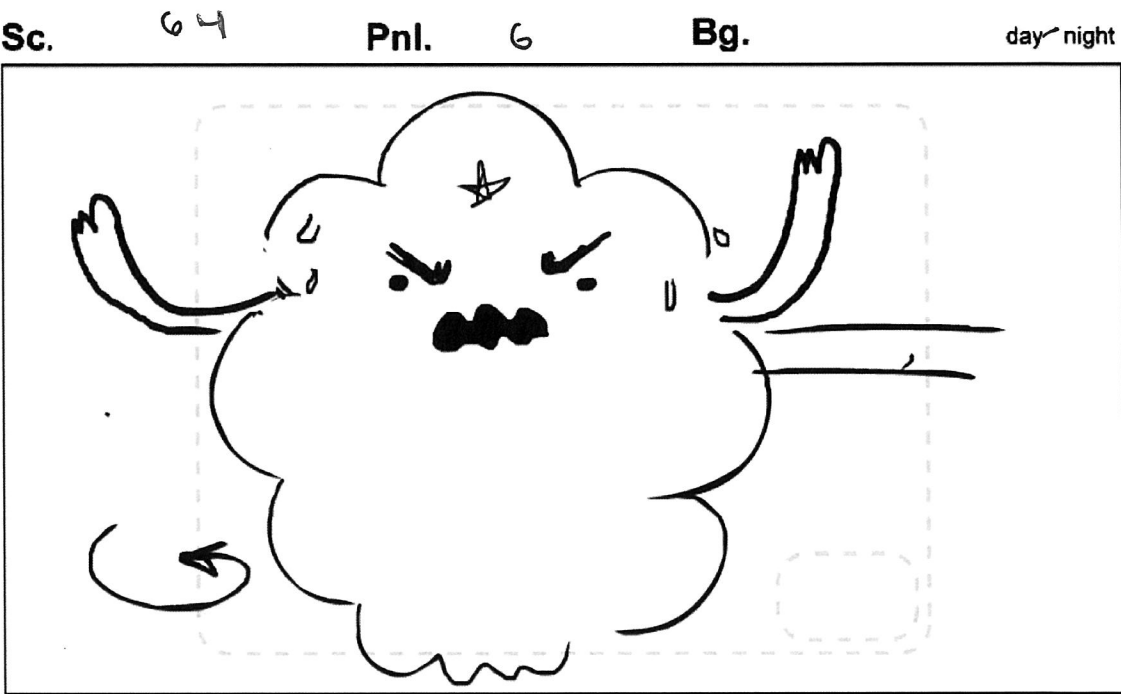
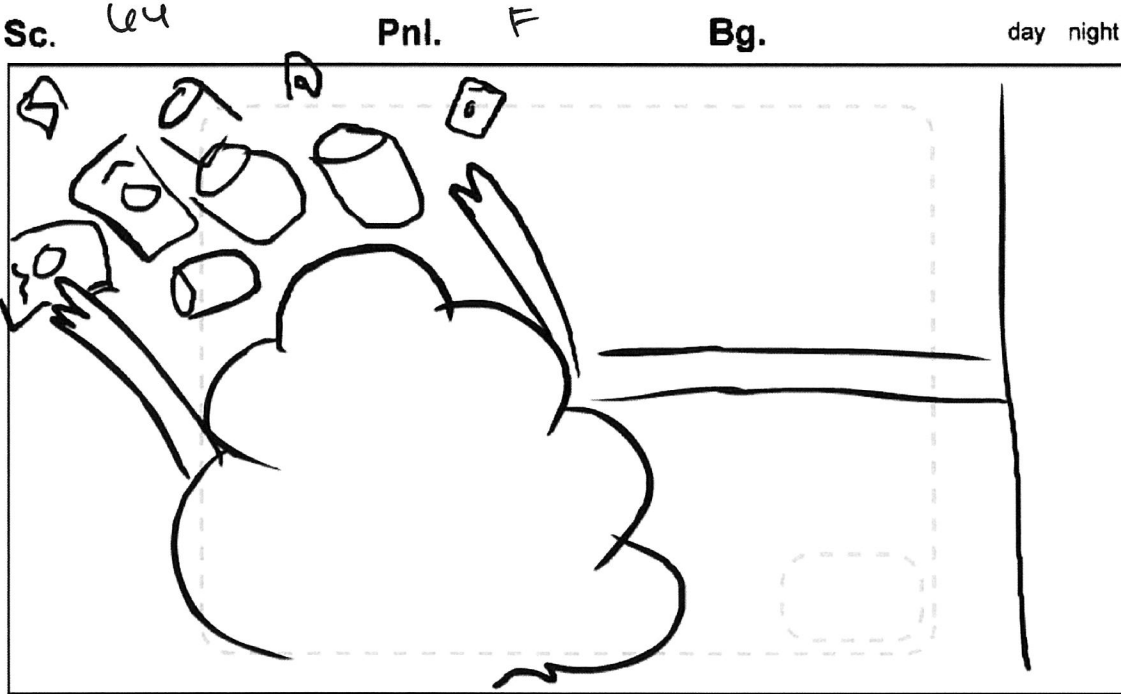
Sc. 64 Pnl. E Bg. day night



Dialog:
Action:
Timing:

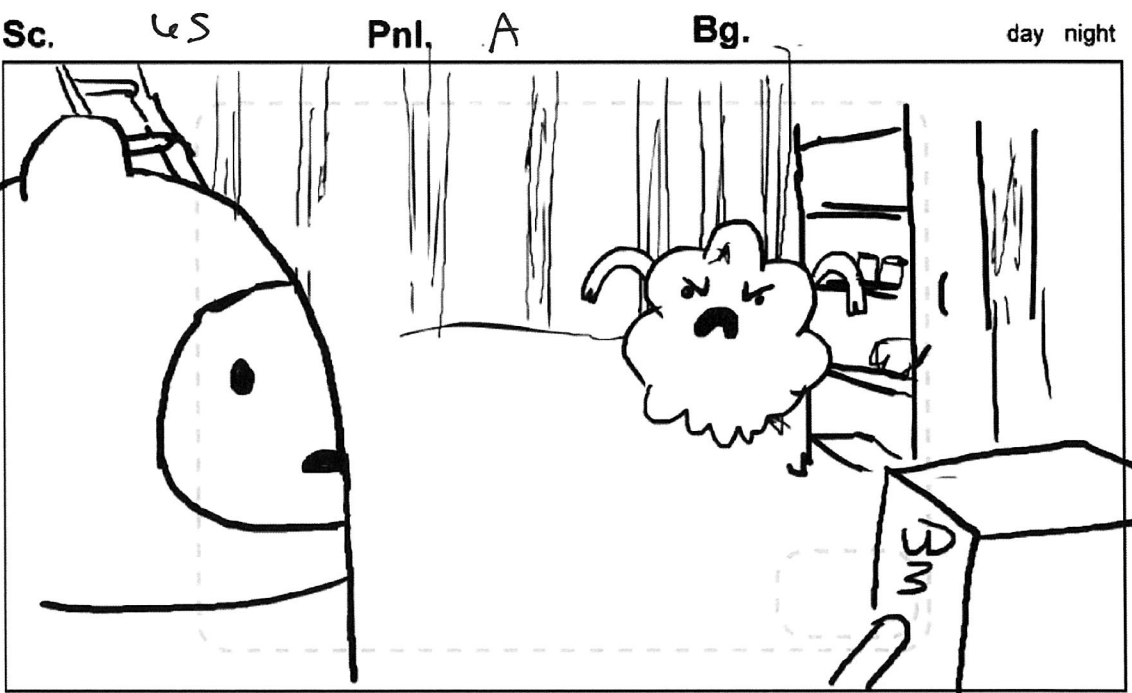
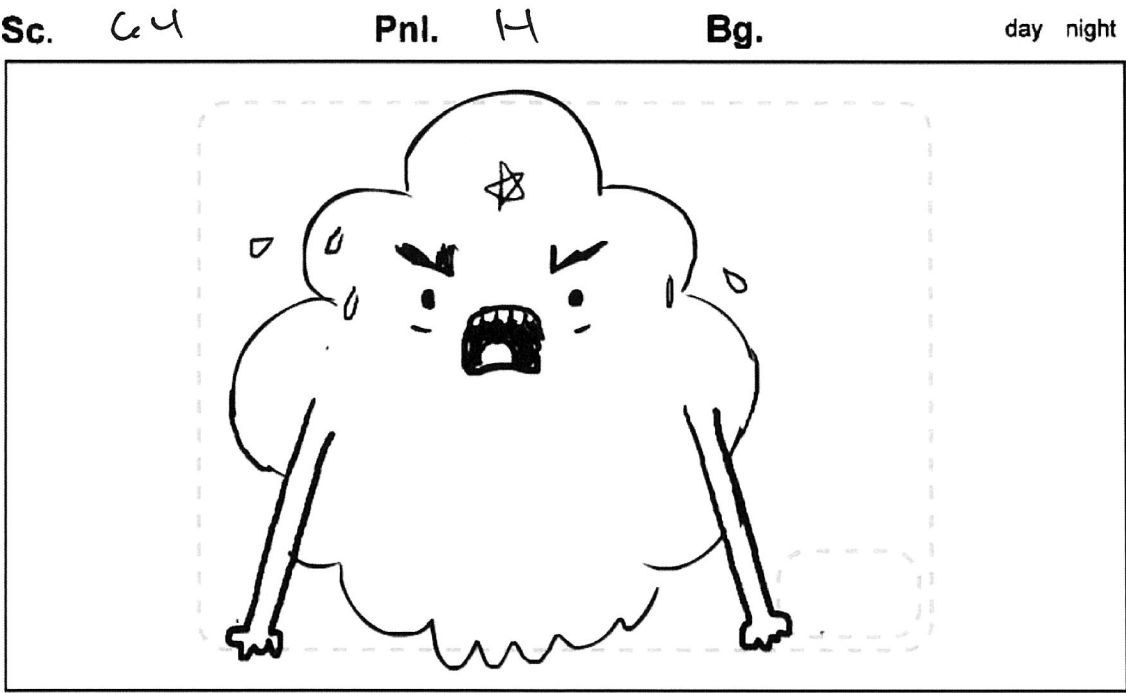
LSP PAUSES FOR A BEAT W/
HAND ON CHIPS

ADVENTURE TIME



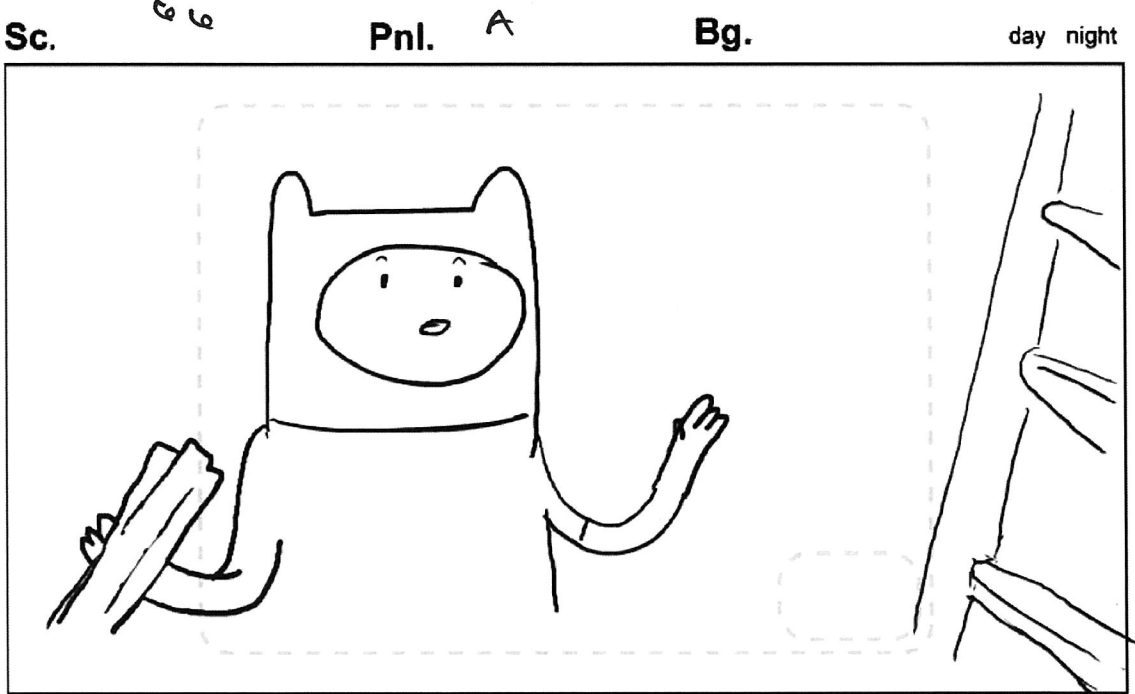
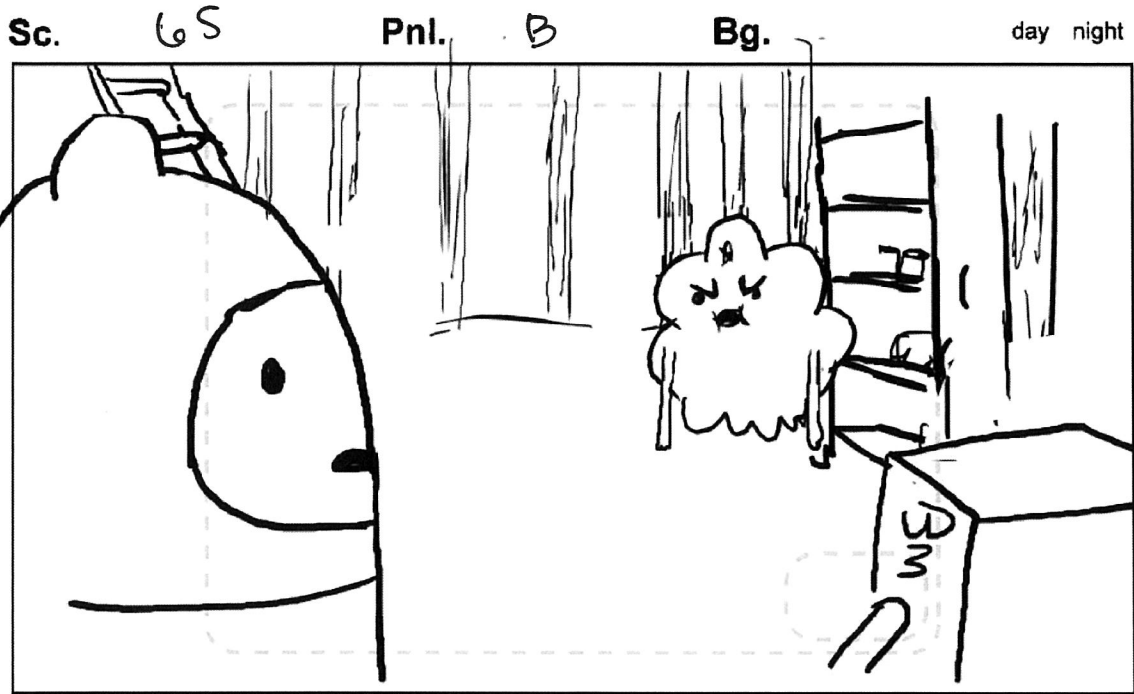
Dialog:	(LSP) THATS -
Action:	SPINS AROUND QUICKLY
Timing:	

ADVENTURE TIME



Dialog:	(LSP) IT!	(LSP) IS JAKE STAYING IN THIS BUNKER OR-
Action:	LSP THROWS DOWN FOOD	
Timing:		

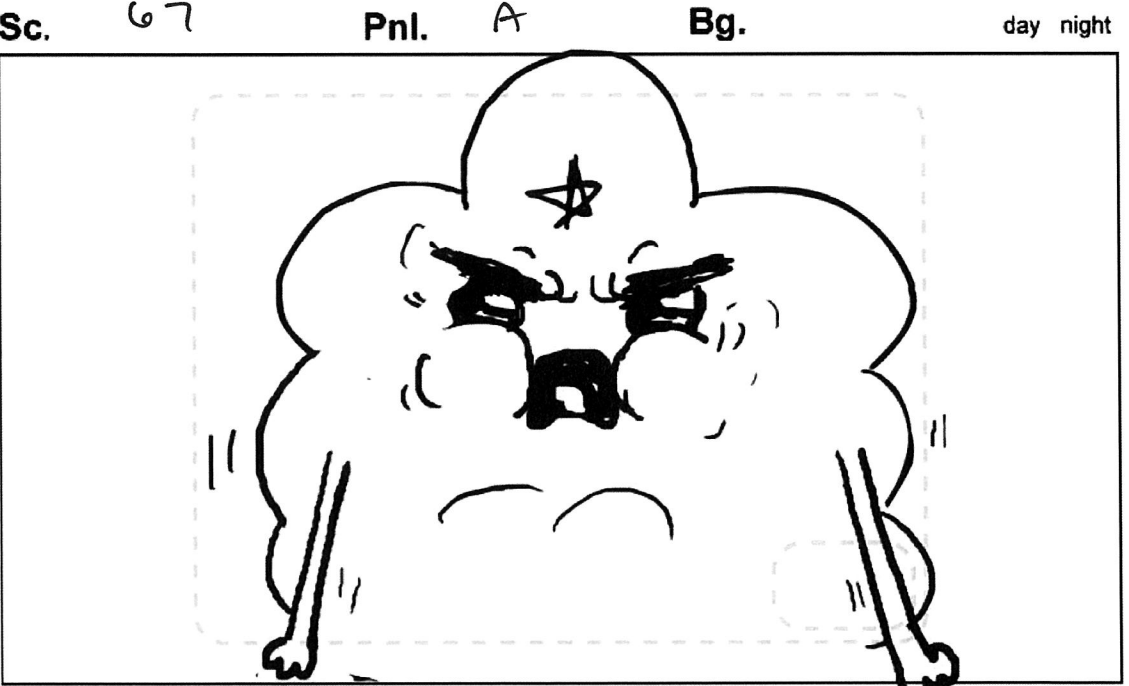
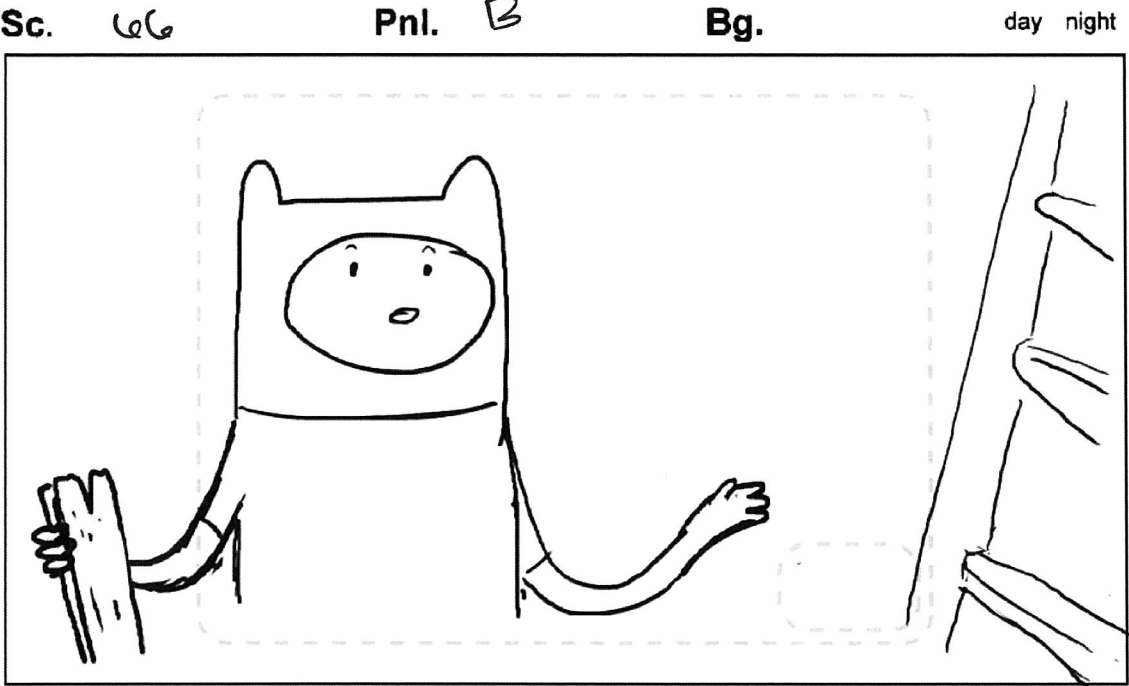
ADVENTURE TIME



Dialog:	(LSP) - WHAT?!	(F) I MEAN - OF COURSE -
Action:		
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:	(F) IT'S FOR EVERYONE	(LSP) BUT HE HASN'T LUMPING DONE ANYTHING!
Action:	LSP ARMS SHAKING	
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 68 Pnl. A Bg. day night

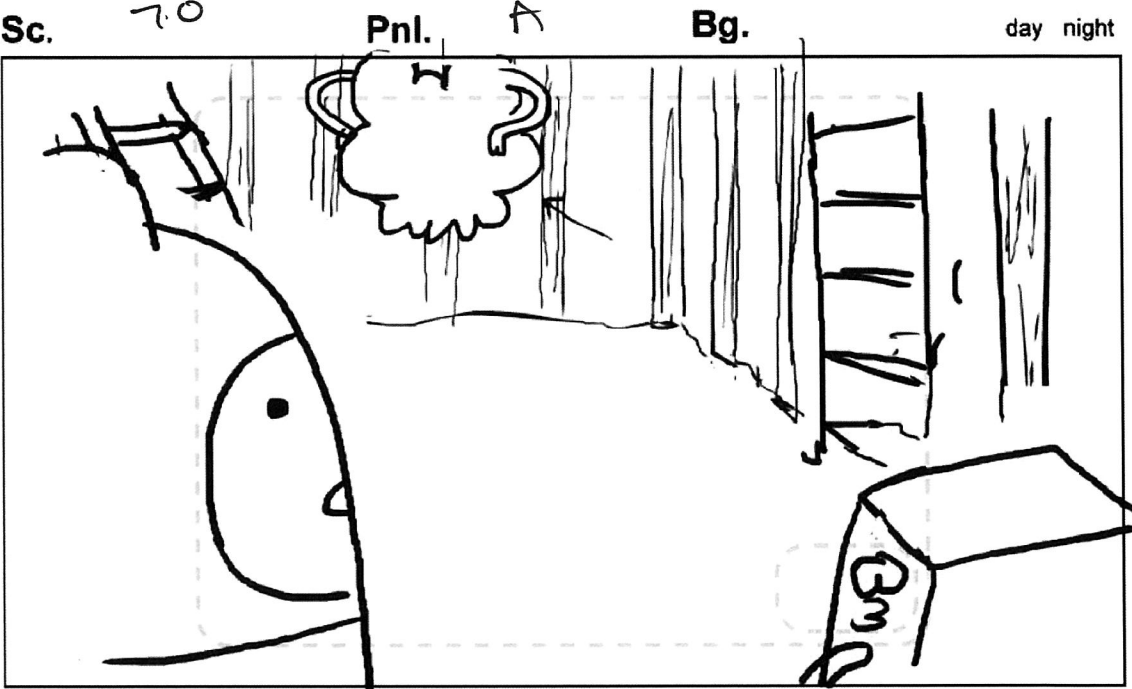
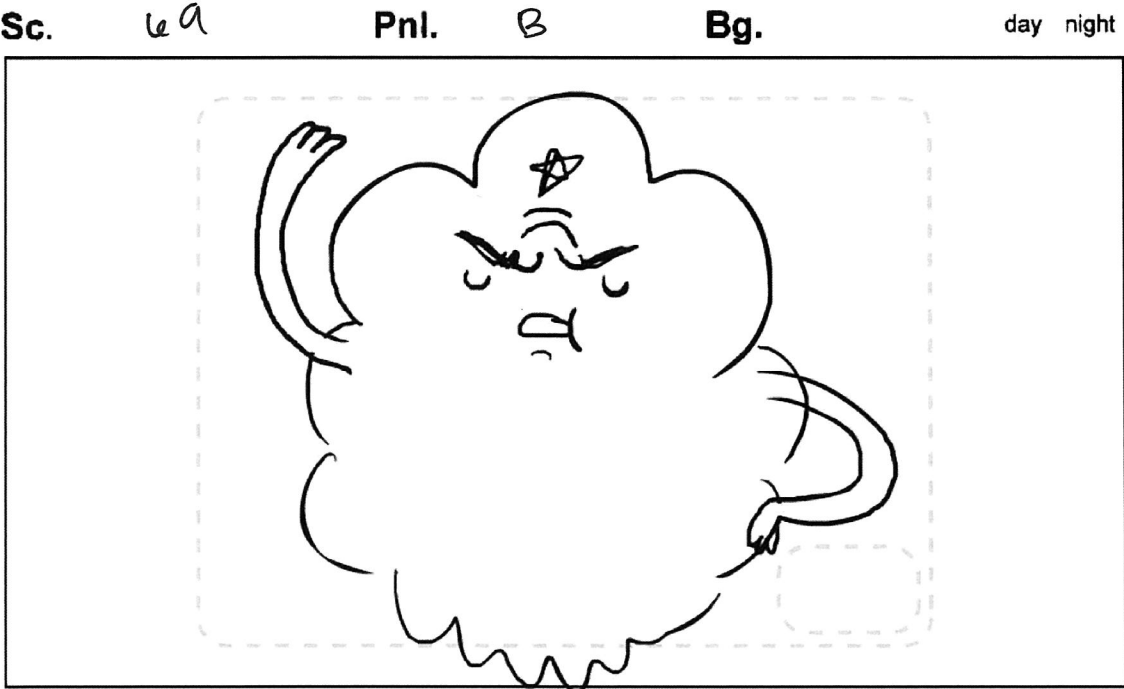
Sc. 69 Pnl. A Bg. day night

Dialog:	<p>(BMO) (NERVOUS) BUT... BUT — HE SAID HE WAS WORKING ON SOMETHI...</p> <p>(LSP) GET REAL, BMO!</p>
Action:	
Timing:	

EPISODE # 1034-205

Production :

ADVENTURE TIME



Dialog: (LSP) THAT FOOL NEEDS TO GET SCHOOLED!
★

Action: FINN + BMB LOOK UP

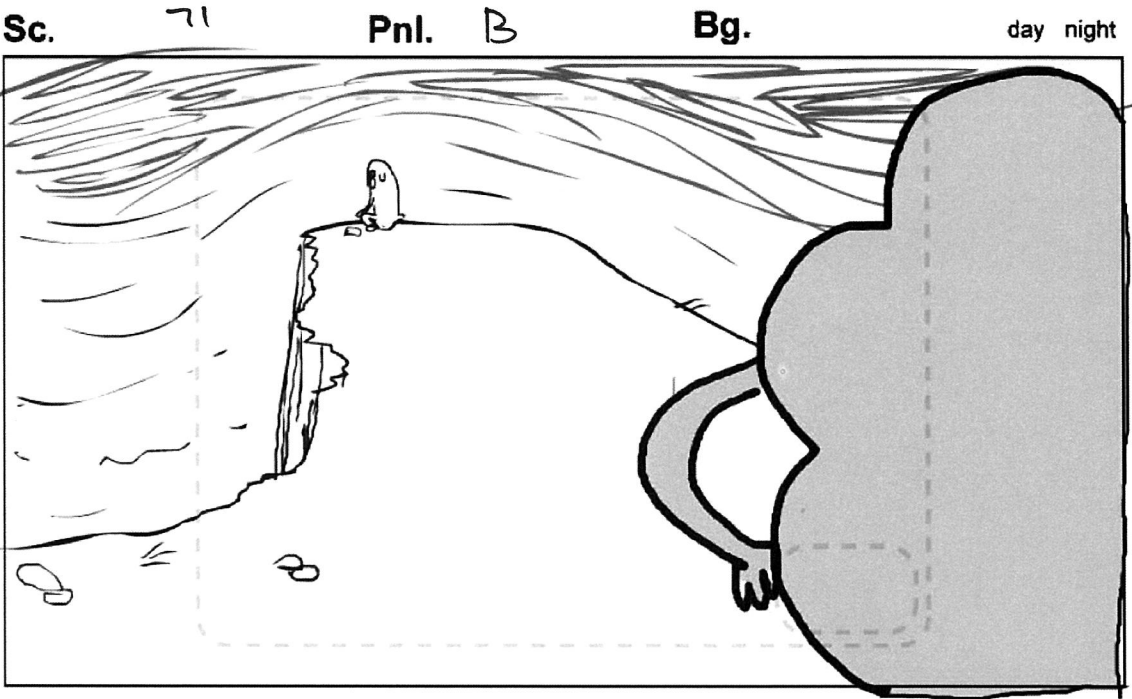
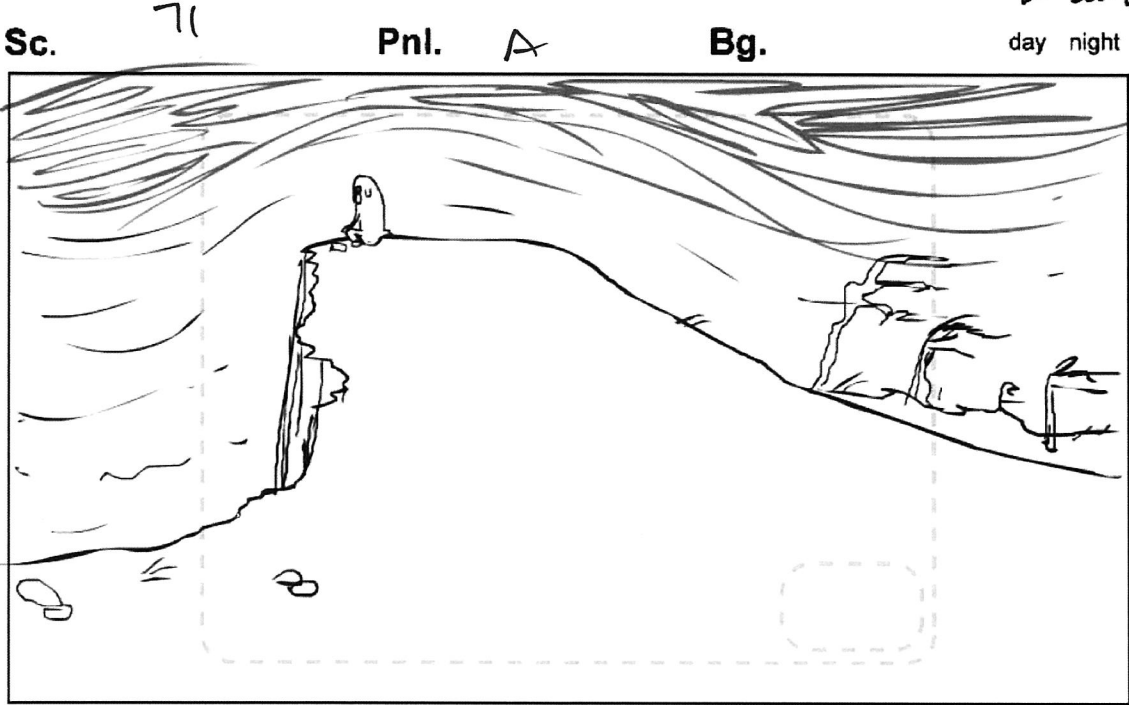
Timing: (ALT: I'M GONNA SCHOOL THAT LAZY FOOL!)

1034-205

EPISODE #

Production :

ADVENTURE TIME



Dialog:
SFX: INTENSE WIND SOUNDS (UNIQUE TO THIS LOCALE)
Action:
LSP SLIDES INTO FRAME, APPROACHING JAKE
Timing:

EPISODE # 1034-205

Production :

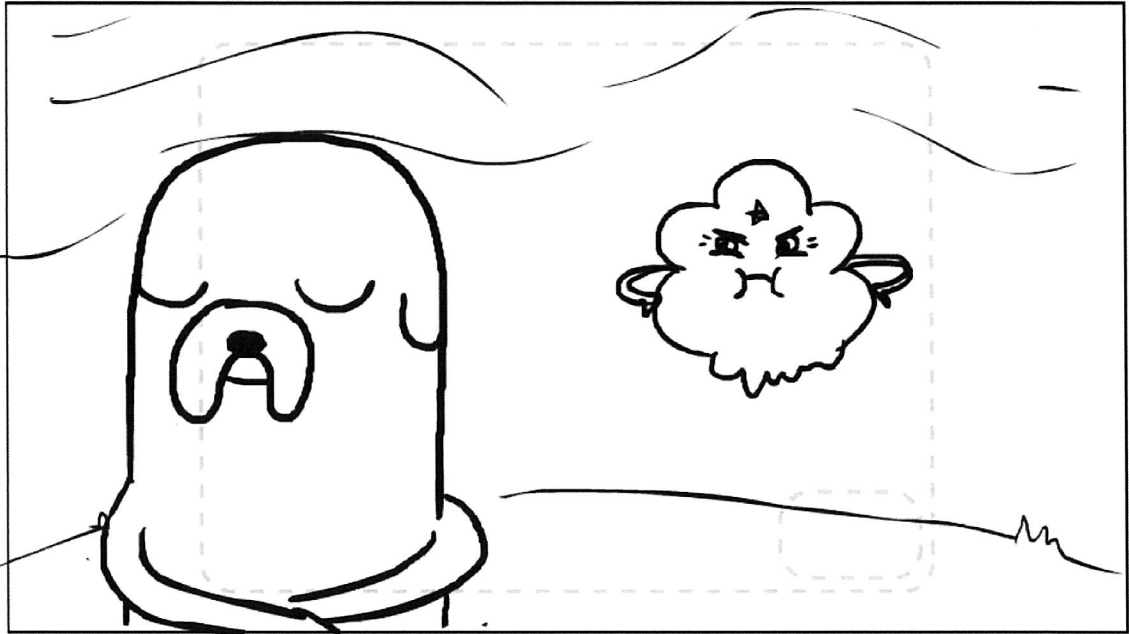
ADVENTURE TIME



Sc. 72 Pnl. A Bg. day night



Sc. 73 Pnl. A Bg. day night



Dialog:	LSP (MUMBLING TO SELF) OH HECK NO - UNH UH!
Action:	MOVING FORWARD, BG MOVES BACK
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 73 Pnl. B Bg. day night



Dialog: (LSP) EXCUUUUSE ME!

Action:

Timing:

Sc. 73 Pnl. C Bg. day night



(LSP) - ARE YOU NOT AWARE THAT WE ARE ALL WORKING OUR STEAMY BUNS OFF DOWN THERE SO WE DON'T GET WIPE OUT BY -

1034-205

EPISODE #

Production :

ADVENTURE TIME



Sc. 73

Pnl. D

Bg.

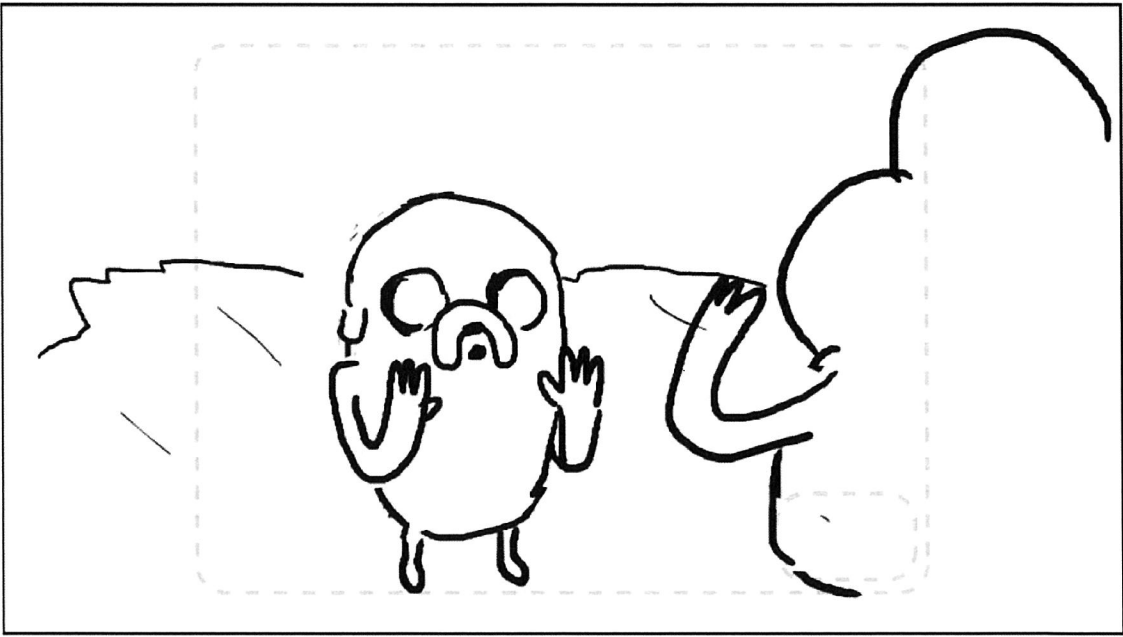
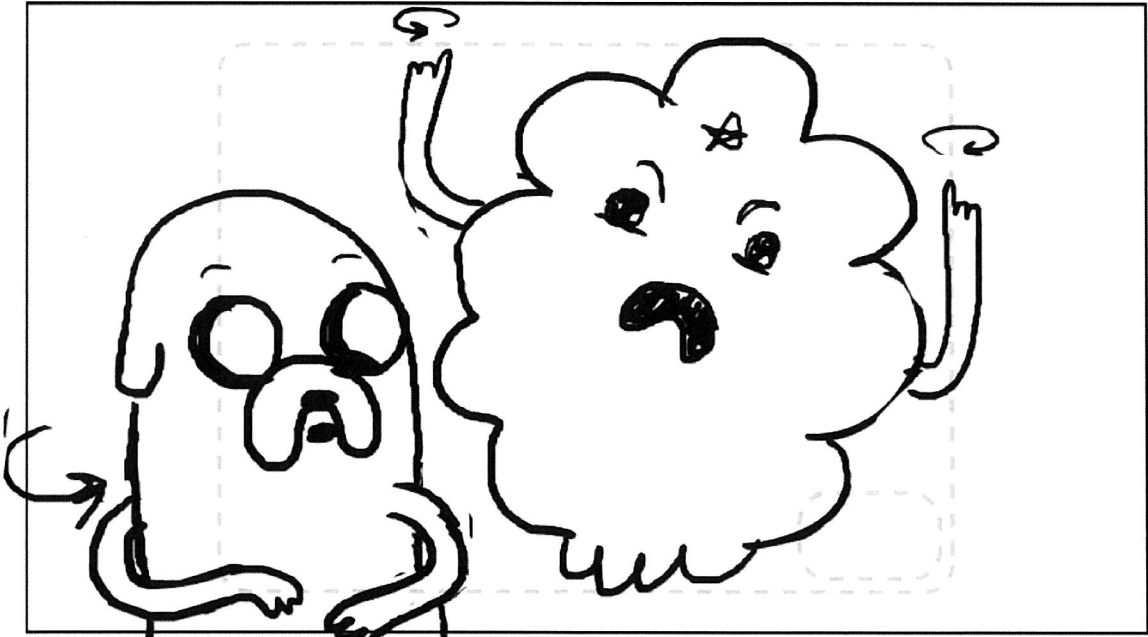
day night

Sc. 74

Pnl. A

Bg.

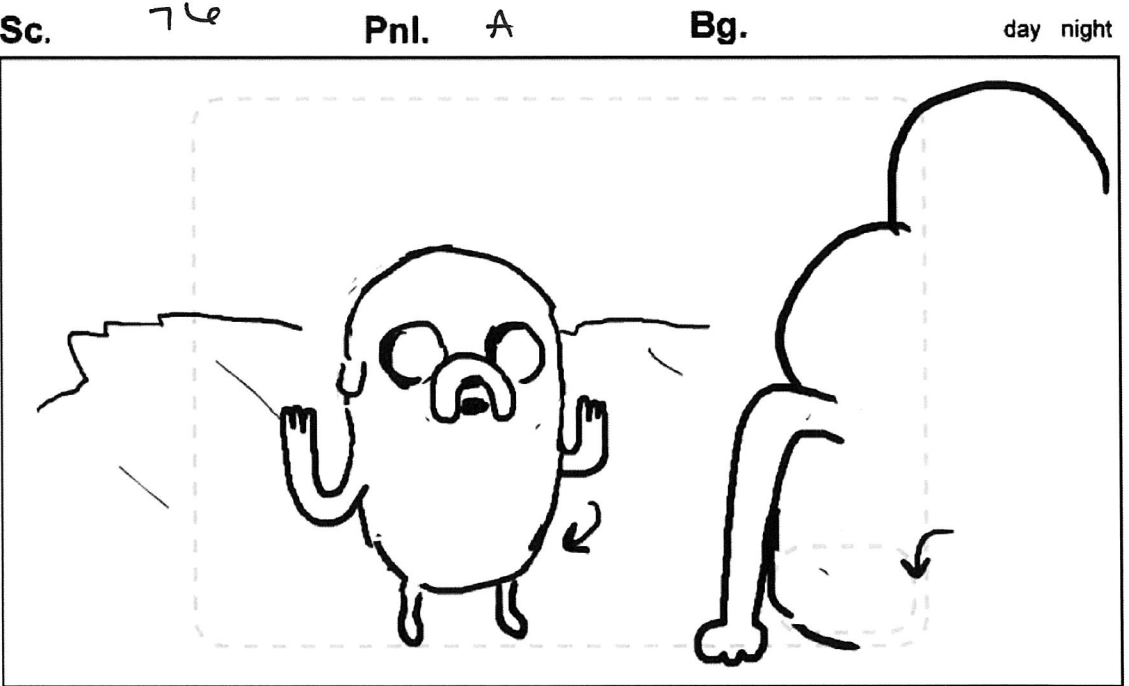
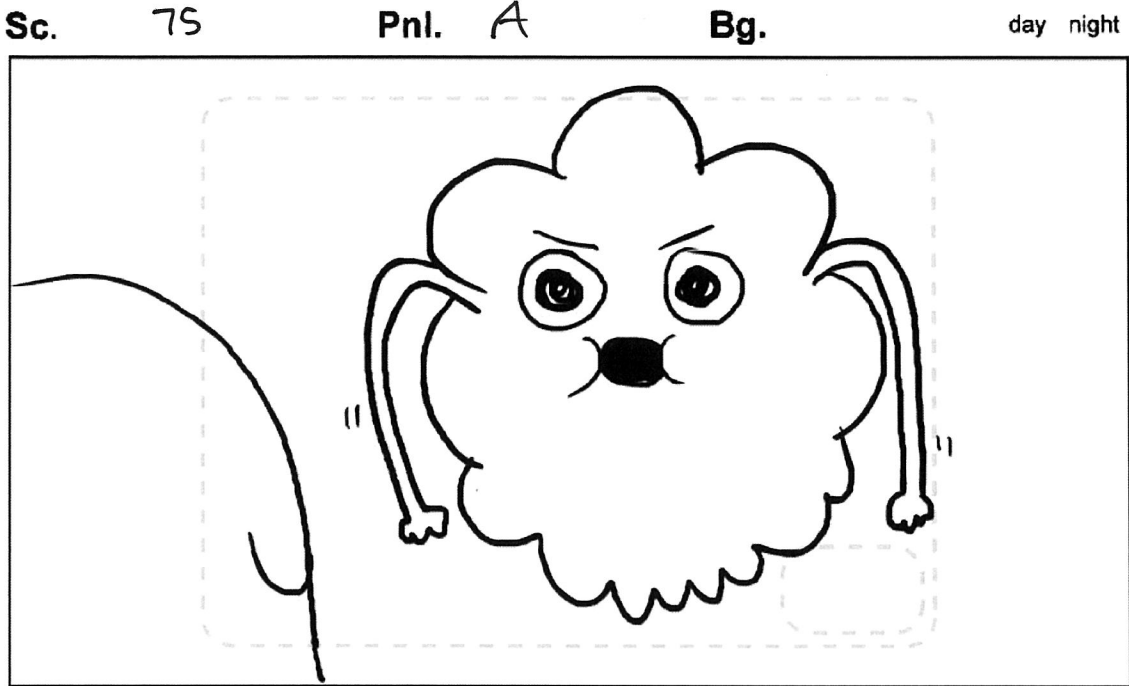
day night



Dialog:	(LSP) THIS CRAZY SKY NIGHTMARE!	(J) WHOA, WHOA, HOLD UP! I'M WORKING ON SOMETHING UP HERE - IT'S ...
Action:	- JAKE TURNS	
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



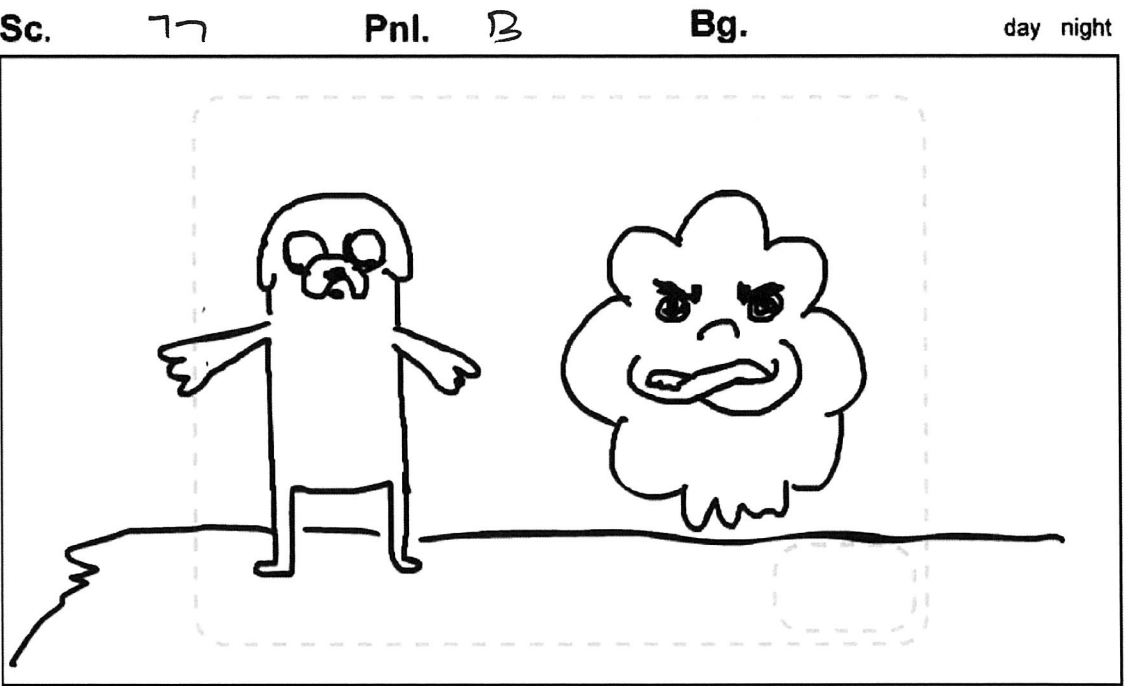
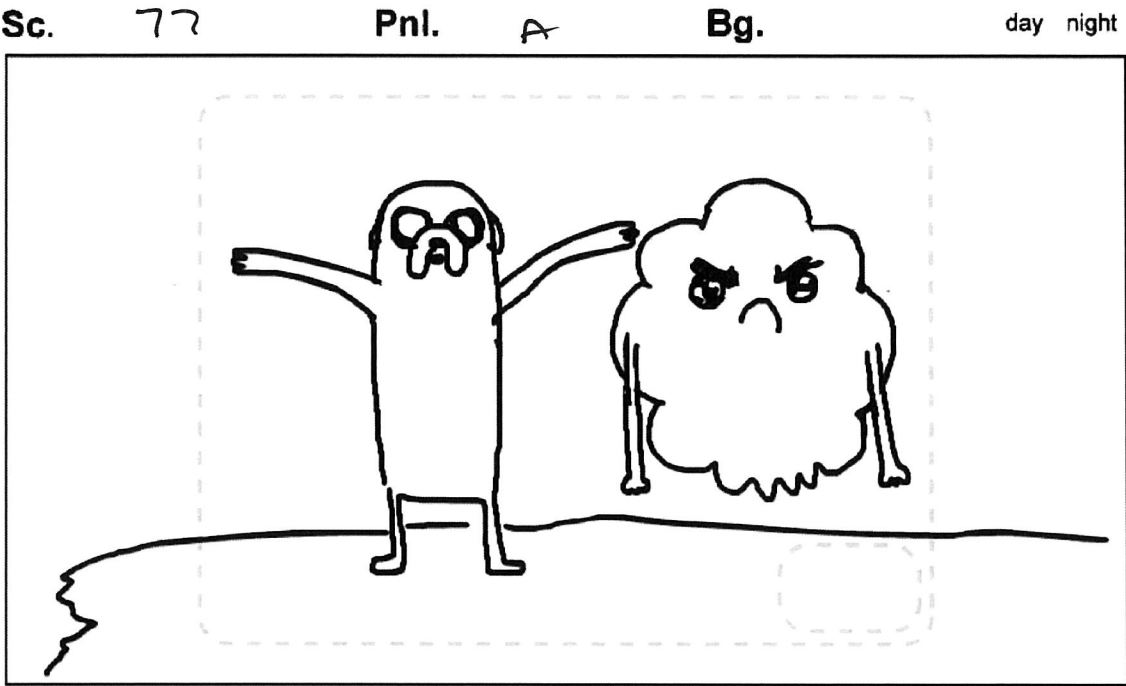
Dialog: LSP (FAST): I SEE NOTHING!
YOU'RE WORKING ON NOTHING!

J LOOK, LSP - *PAUSES*

Action: LSP INTERRUPTS They TURN INTO NEXT SHOT POSE

Timing:

ADVENTURE TIME



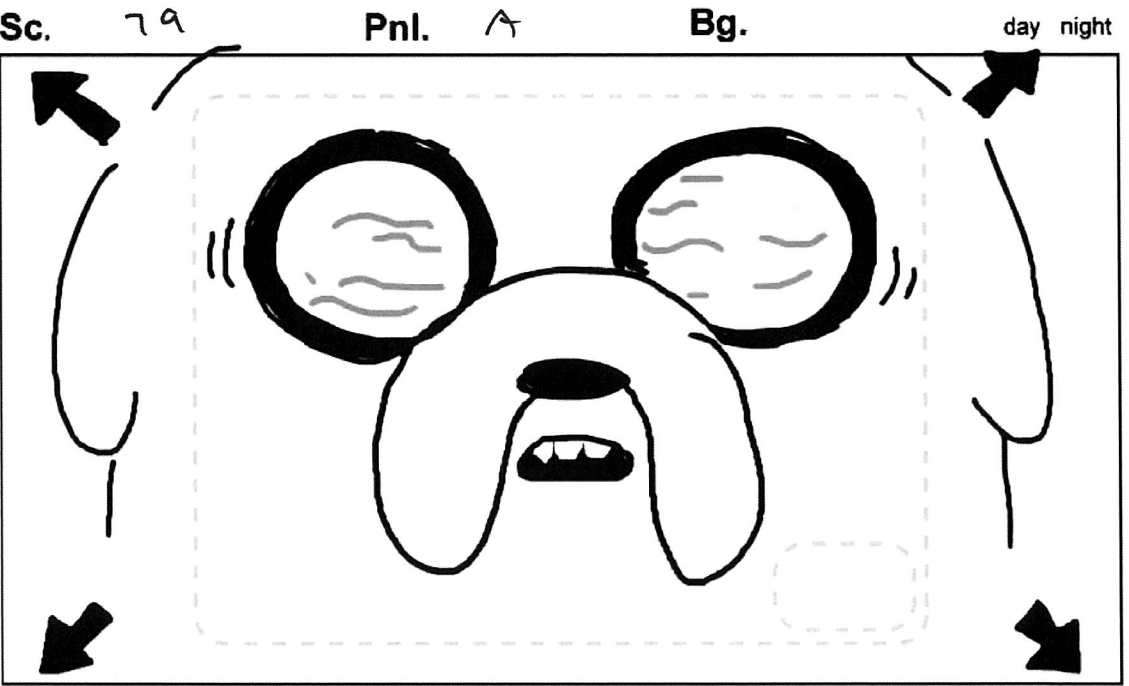
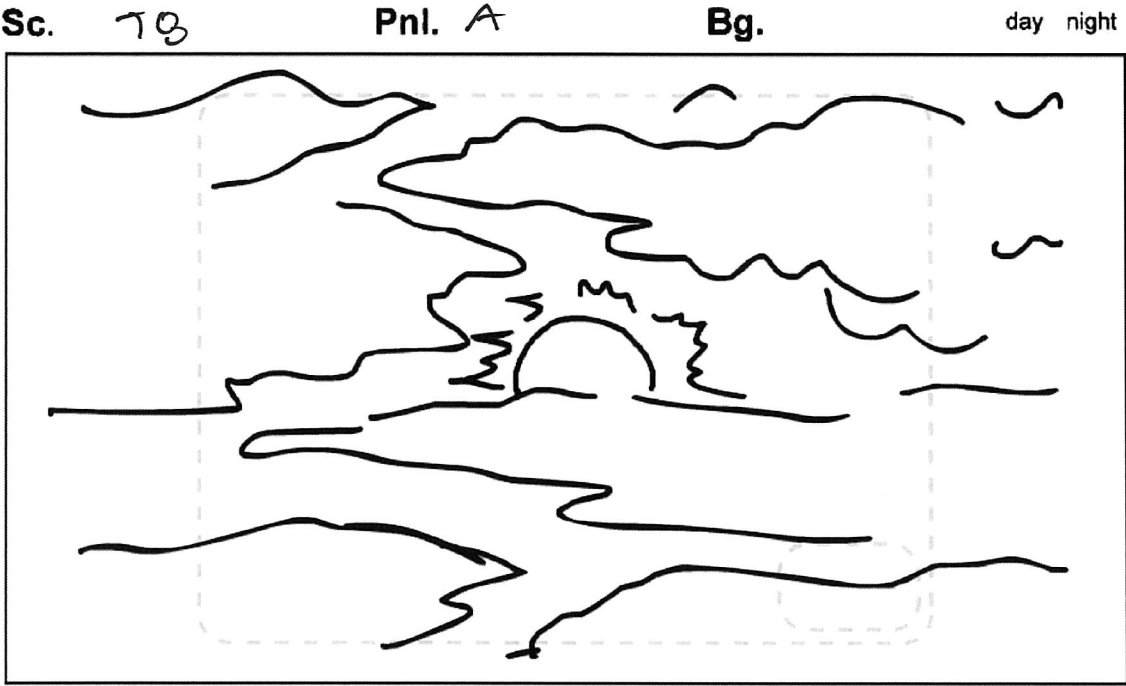
Dialog: (J) CAN WE JUST TAKE A MOMENT TO APPRECIATE THIS ... MOMENT? - LOOK AT THIS CRAZY-SWEET SUNSET -

Action:

Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog: (J) WHEN'S THE NEXT TIME YOU'RE GONNA SEE A SUNSET LIKE THIS?

(J) OR ANY SUNSET, REALLY... WHO KNOWS HOW LONG WE'LL BE DOWN THERE...

Action: (SUNSET VIEW)

SUNSET REFLECTED IN JAKE'S GLISTENING EYES

Timing: SLOW PUSH OUT ON JAKE'S FACE

EPISODE # 1034-205
Production :

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ADVENTURE TIME



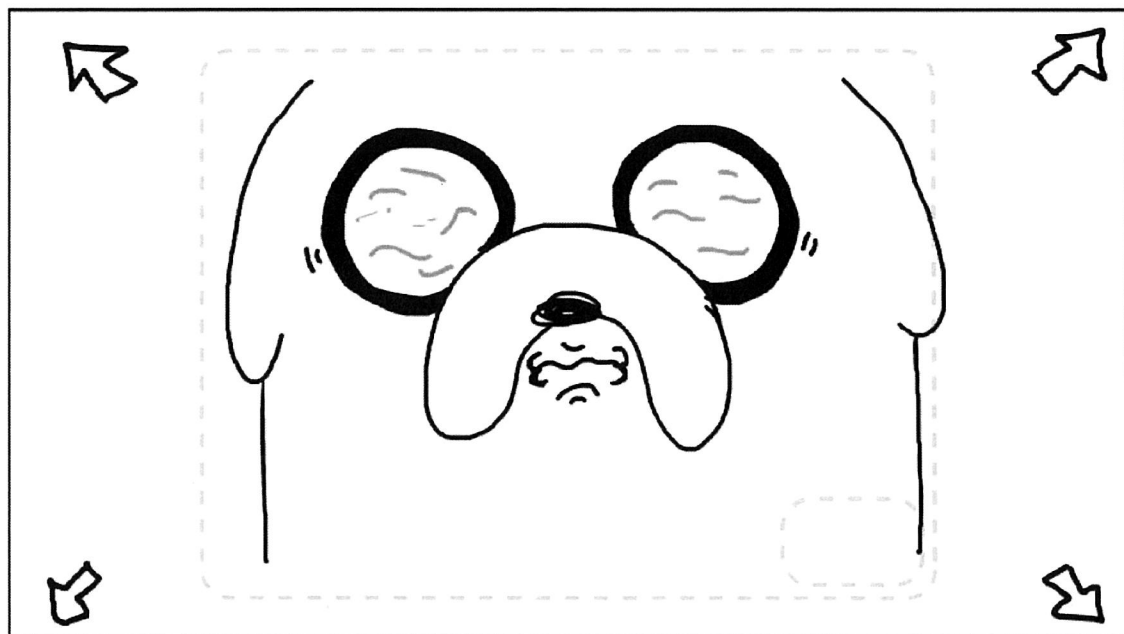
Page 108

Sc. 79

Pnl. B

Bg.

day night

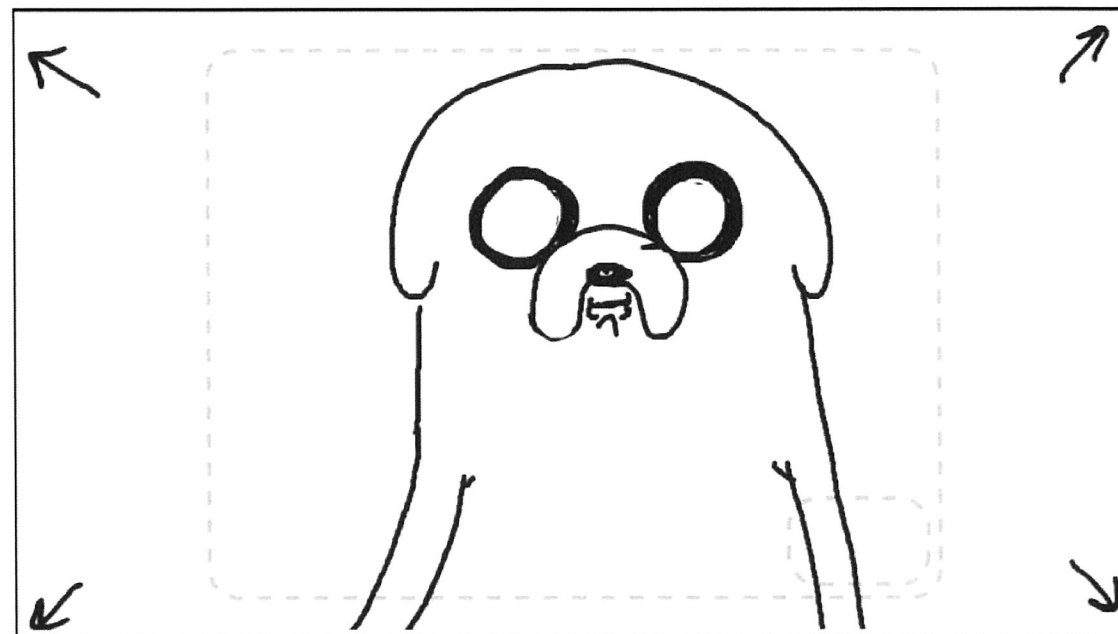


Sc. 79

Pnl. C

Bg.

day night



Dialog:

Action:

JAKE GETTING CHOKED UP

JAKE STARTS TO RAISE ARM

Timing:

CAM PULLS OUT A BIT FASTER

1034-205

EPISODE #

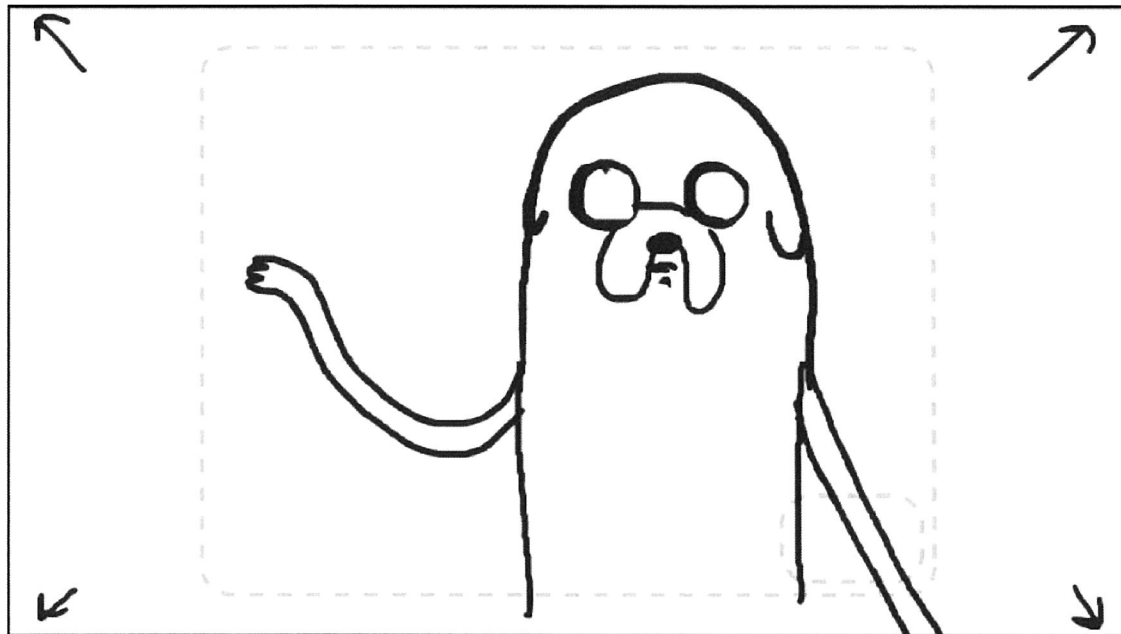
Production :

ADVENTURE TIME

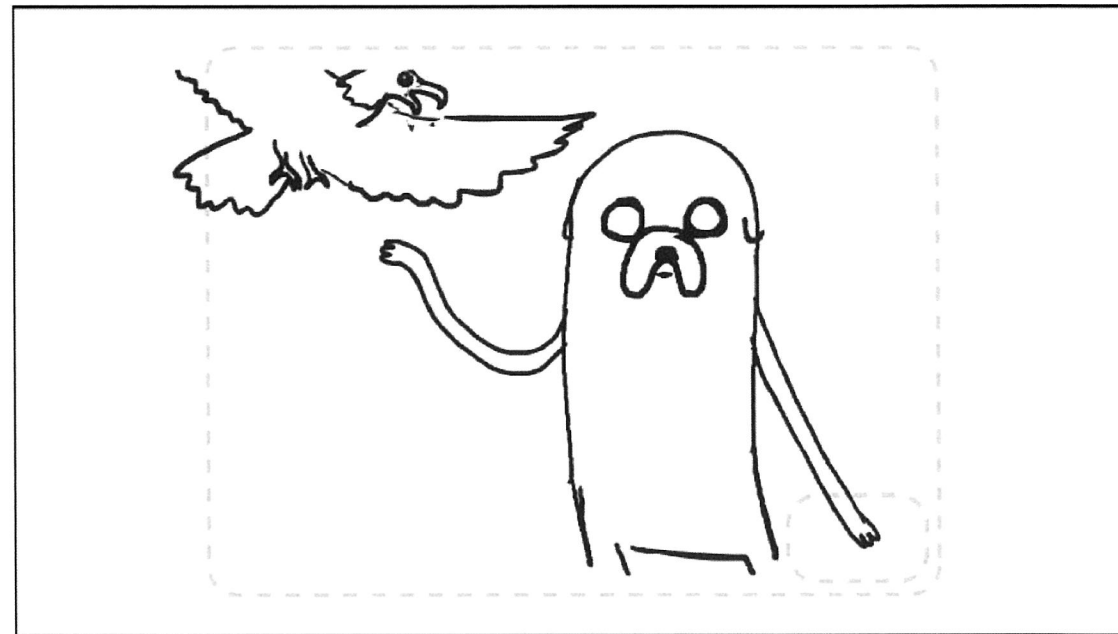


Page 109

Sc. 79 Pnl. D Bg. day night



Sc. 79 Pnl. E Bg. day night



Dialog:

Action:

NEON EAGLE FLIES IN

Timing:

CAM STILL PULLING OUT

EPISODE # 1034-205

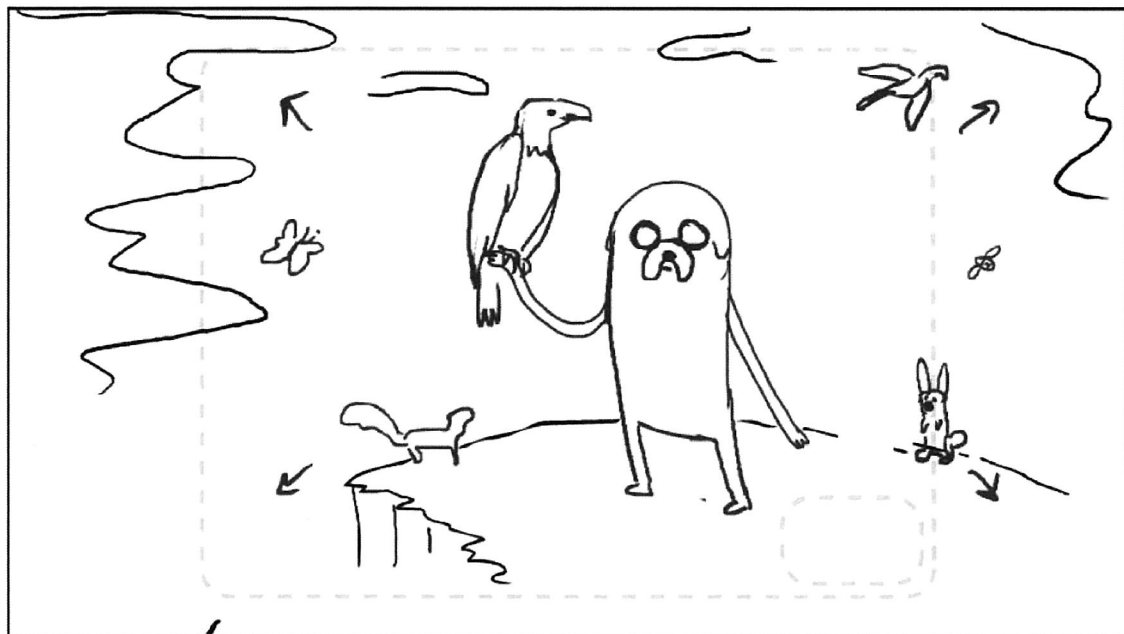
Production :

ADVENTURE TIME



Page 110

Sc. 79 Pnl. F Bg. day night



(MORE DRAMATIC UPSHOT)

Dialog:

* BEAT *

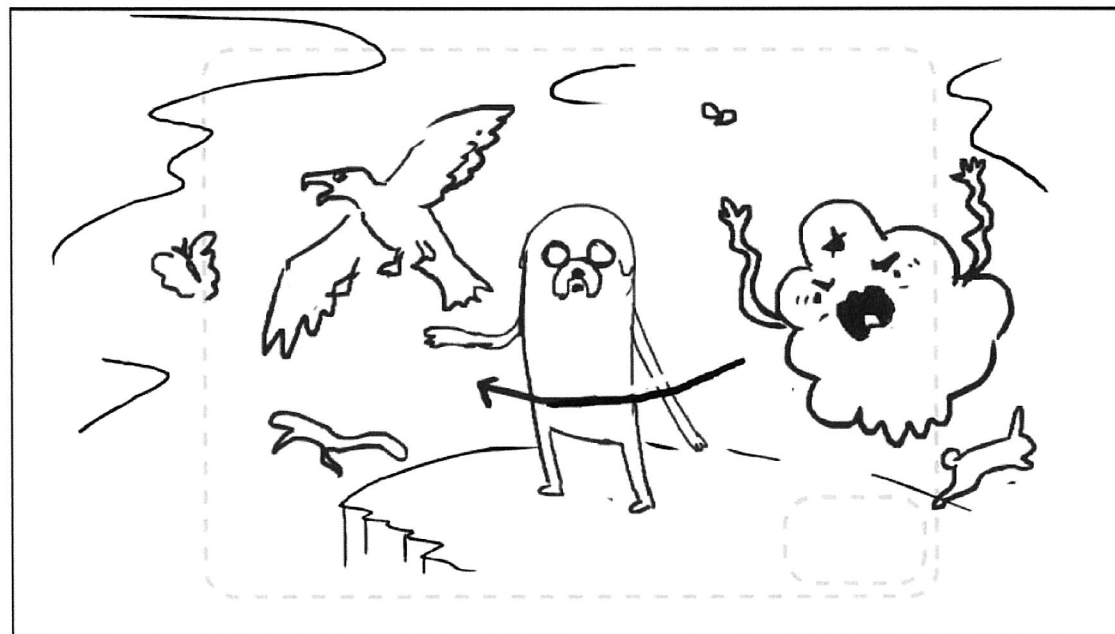
Action:

TONS OF ANIMALS FLOCK IN CREATING
EPIC SHOT - JAKE AS "CREATURE-WHISPERER"

Timing:

CAM STILL PULLING OUT

Sc. 79 Pnl. 6 Bg. day night



(LSP) ВАНННННННННННН —

CAM HALTS AS
LSP SUDDENLY STORMS
FRAME

EPISODE # 1034-205

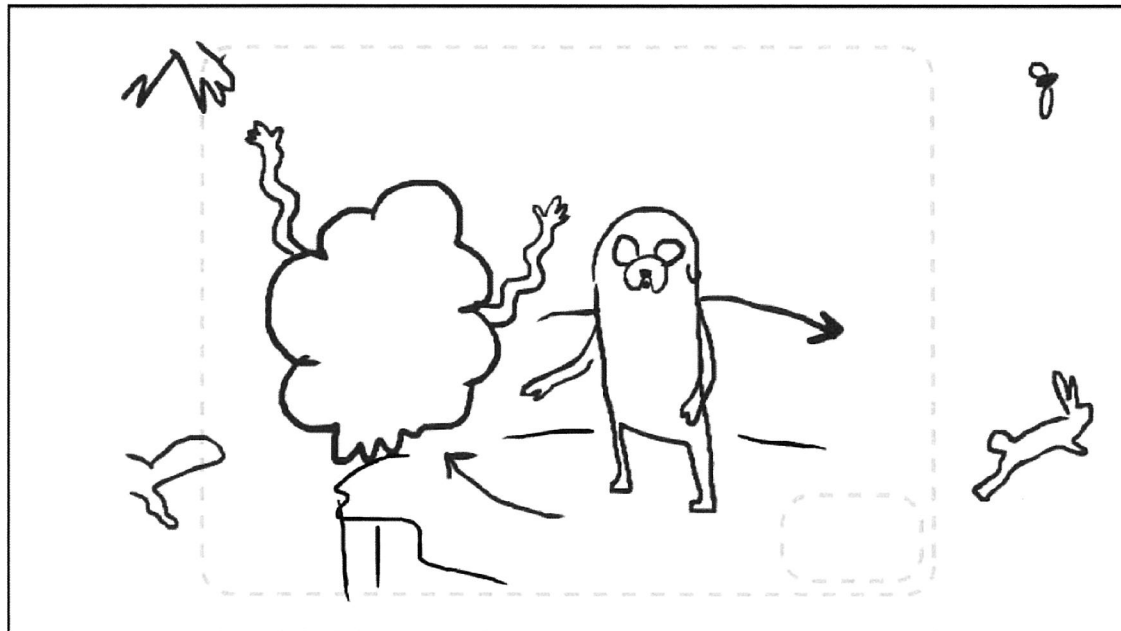
Production :

ADVENTURE TIME

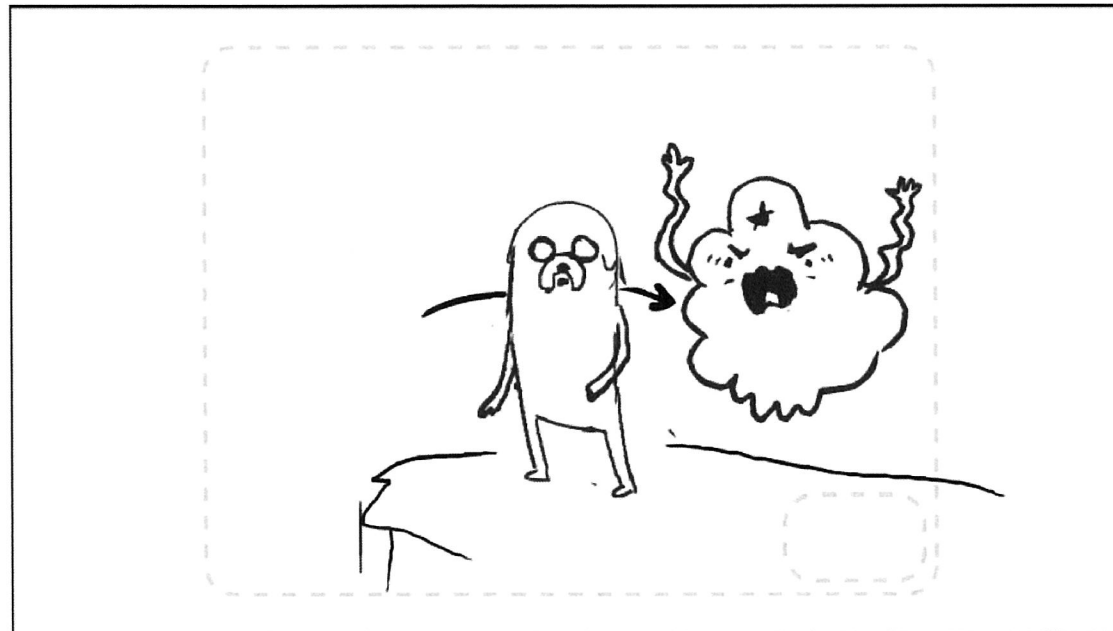


Page 111

Sc. 79 Pnl. H Bg. day night



Sc. 79 Pnl. I Bg. day night



Dialog:

(LSP) ... AHHHHHHH

(LSP) .. AHHHHHHHHHHH!

Action:

LSP DOES QUICK LOOP AROUND JAKE, SCARES ANIMALS AWAY

Timing:

EPISODE # 1034-205

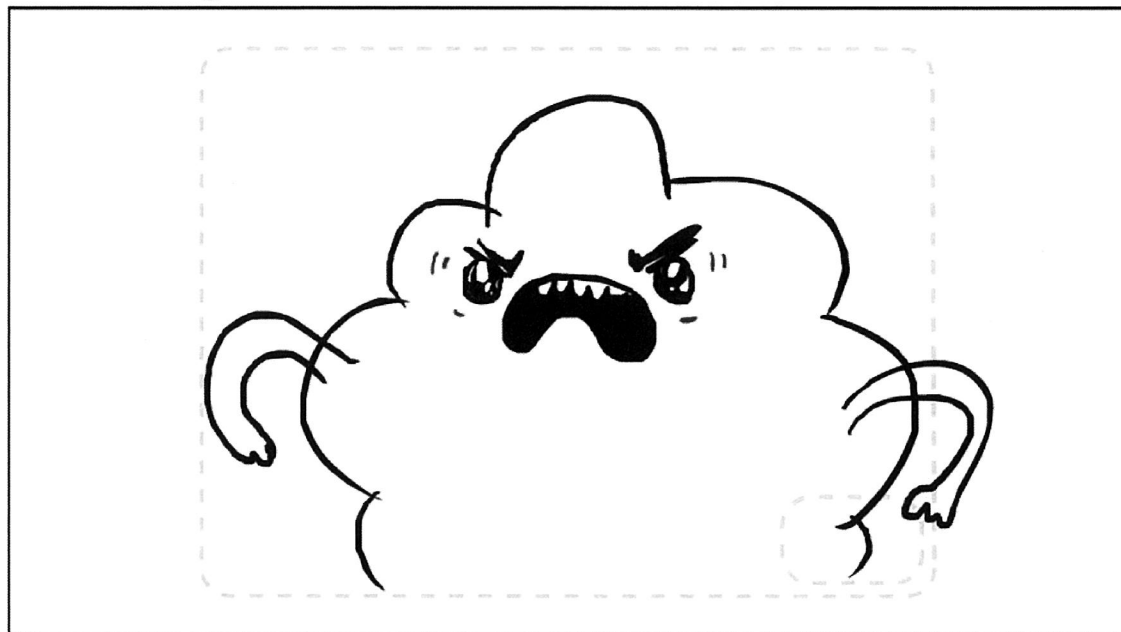
Production :

ADVENTURE TIME

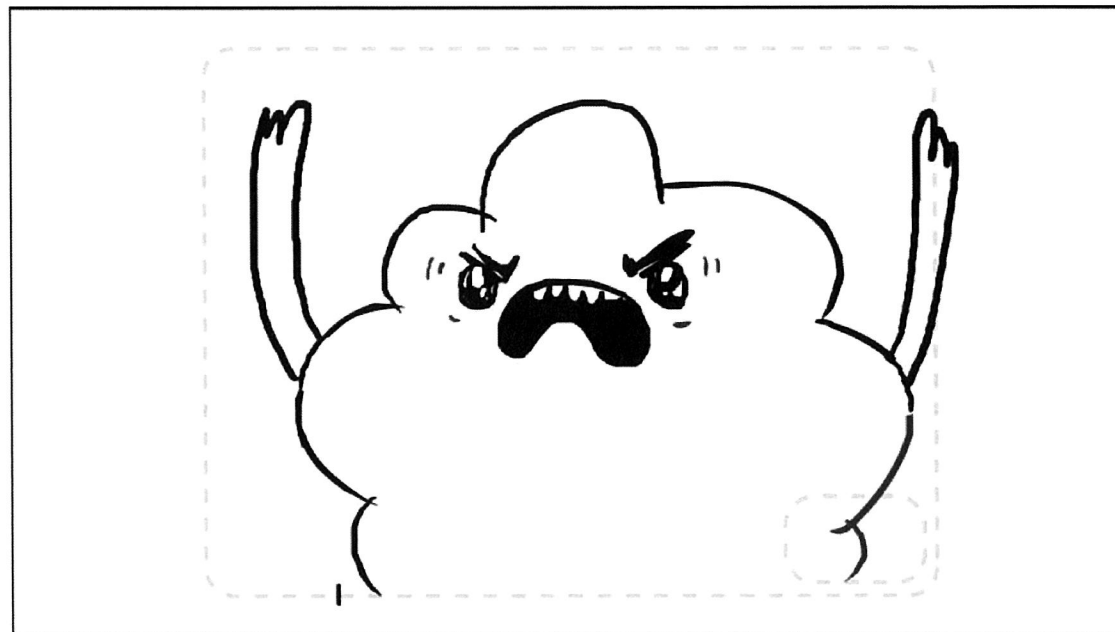


Page 112

Sc. 80 Pnl. A Bg. day night



Sc. 81 Pnl. B Bg. day night



Dialog: (LSP) I OBVIOUSLY LOVE
SUNSETS AND CUTE ANIMALS !!!

(LSP) - BUT WE DON'T HAVE
TIME FOR THIS RIGHT NOW !!!

Action:

2

Timing:

1034-205

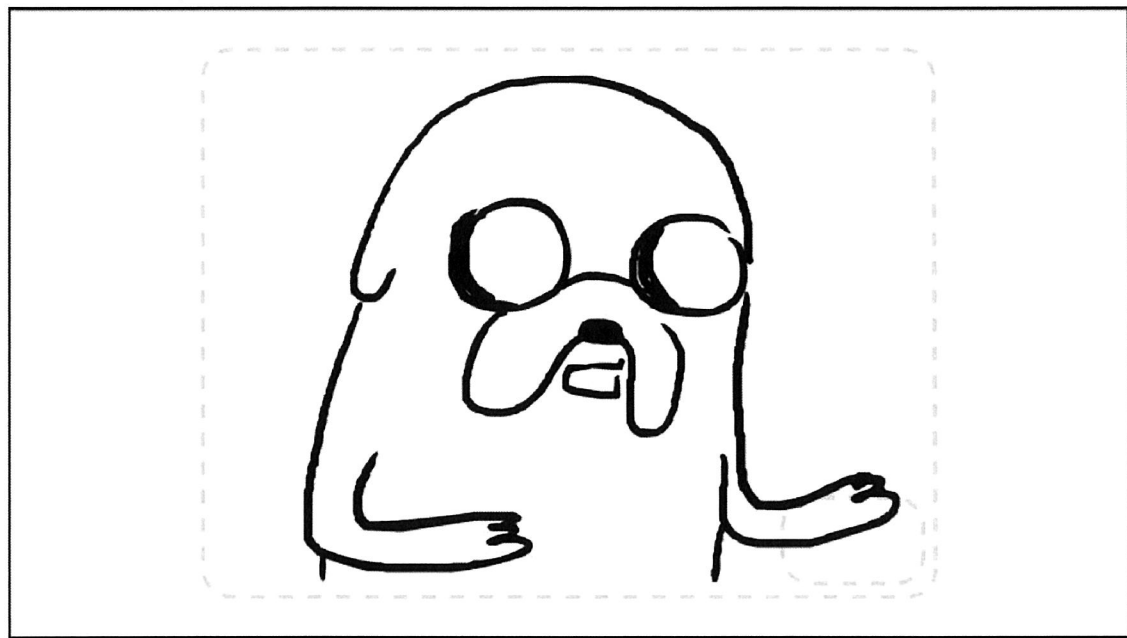
EPISODE #

Production :

ADVENTURE TIME



Sc. 81 Pnl. A Bg. day night



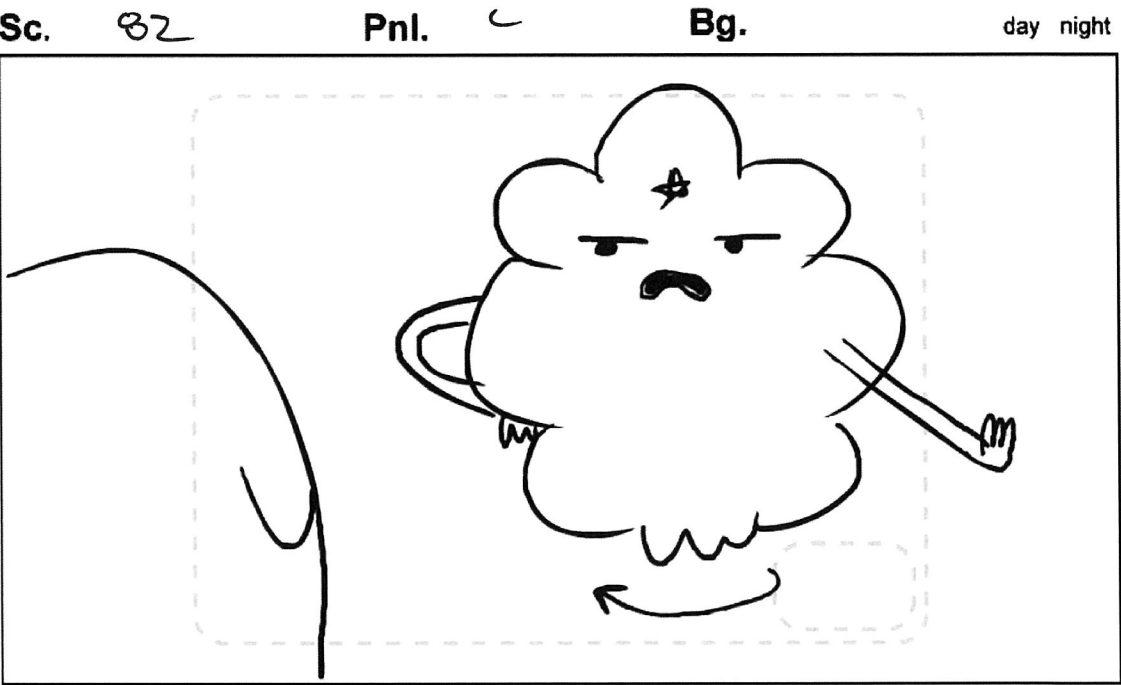
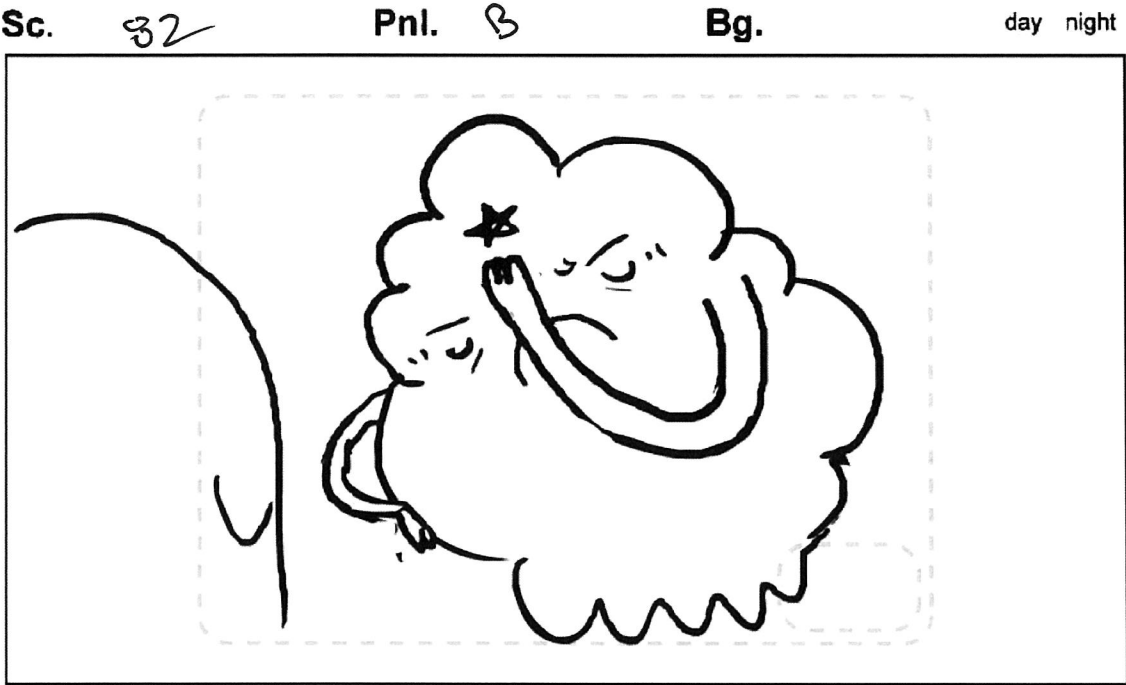
Sc. 82 Pnl. A Bg. day night



Dialog:	<p>JAKE BUT I -</p> <p>LSP YOU KNOW WHAT -</p>
Action:	
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



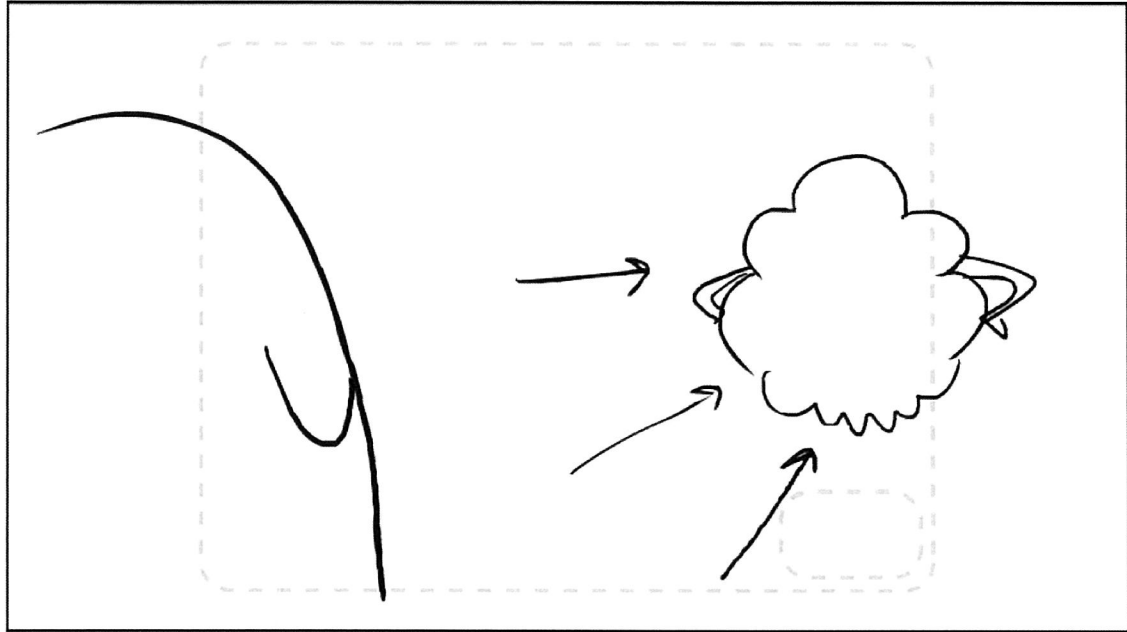
Dialog:	(LSP) I JUST CAN'T WITH YOU RIGHT NOW
Action:	URNS AS SHE FINISHES SPEAKING
Timing:	

EPISODE # 1034-205
Production :

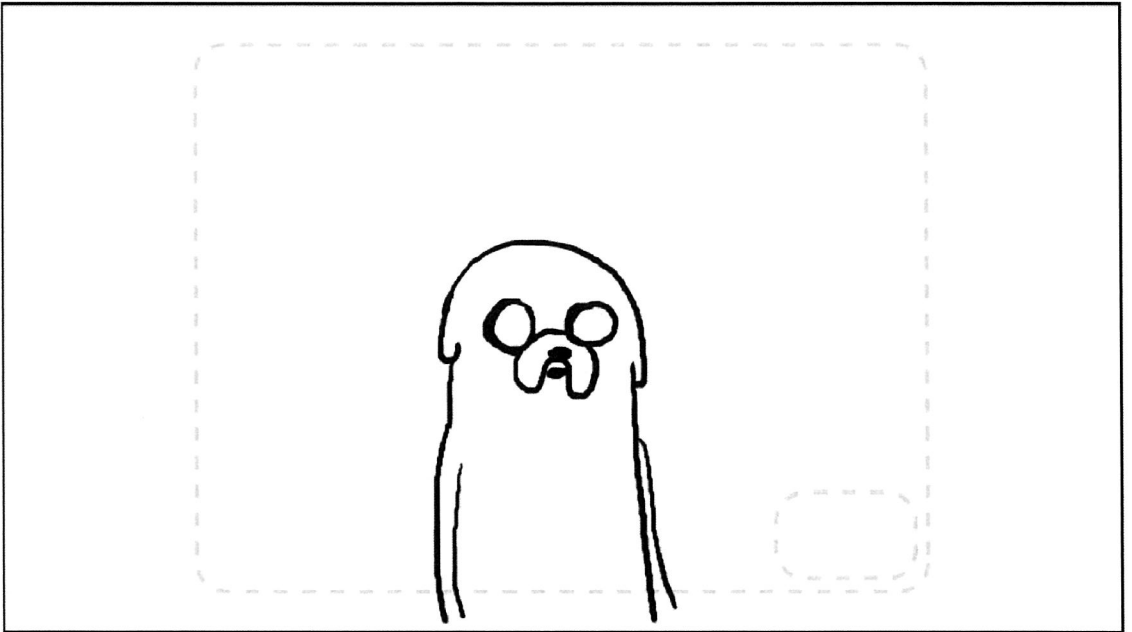
ADVENTURE TIME



Sc. 82 Pnl. D Bg. day night



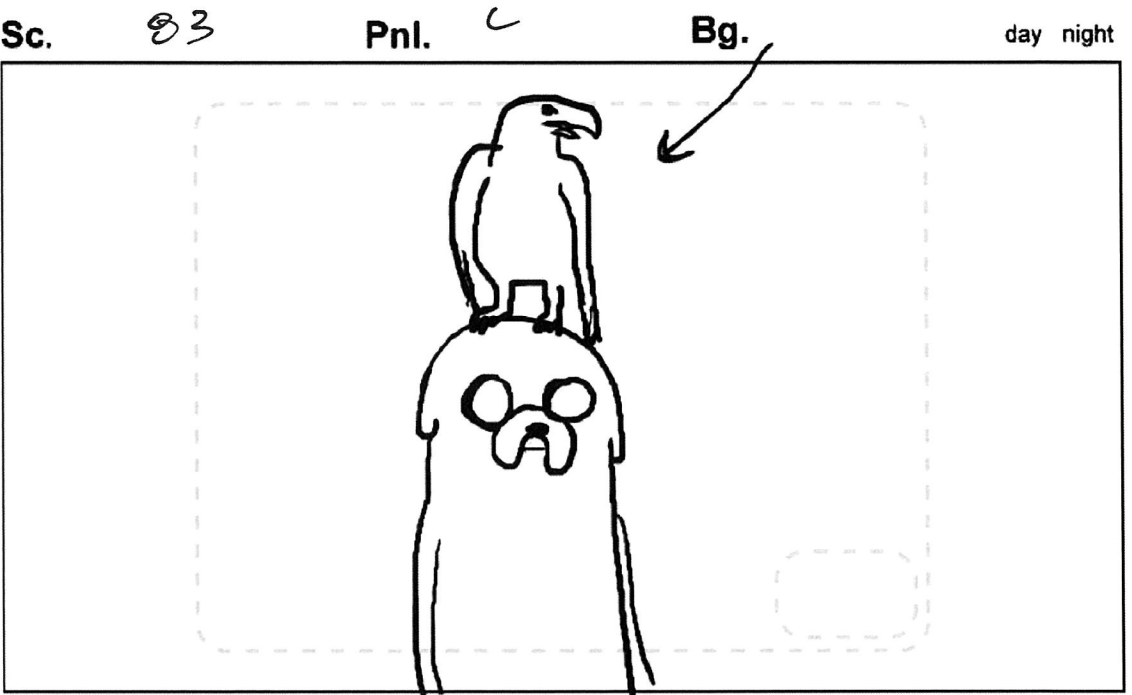
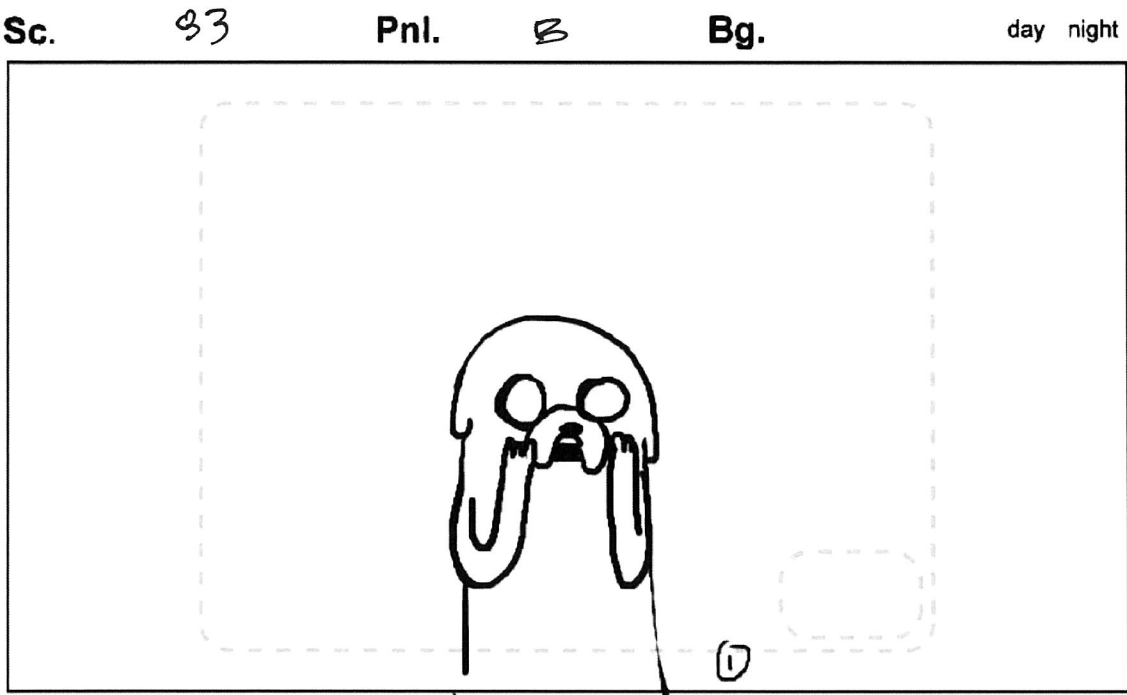
Sc. 83 Pnl. A Bg. day night

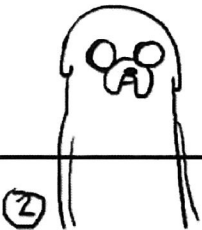


Dialog:	* BEAT *	(J) CAN'T WHAT? (TO HIMSELF)
Action:		
Timing:		

EPISODE # 1034-205
Production :

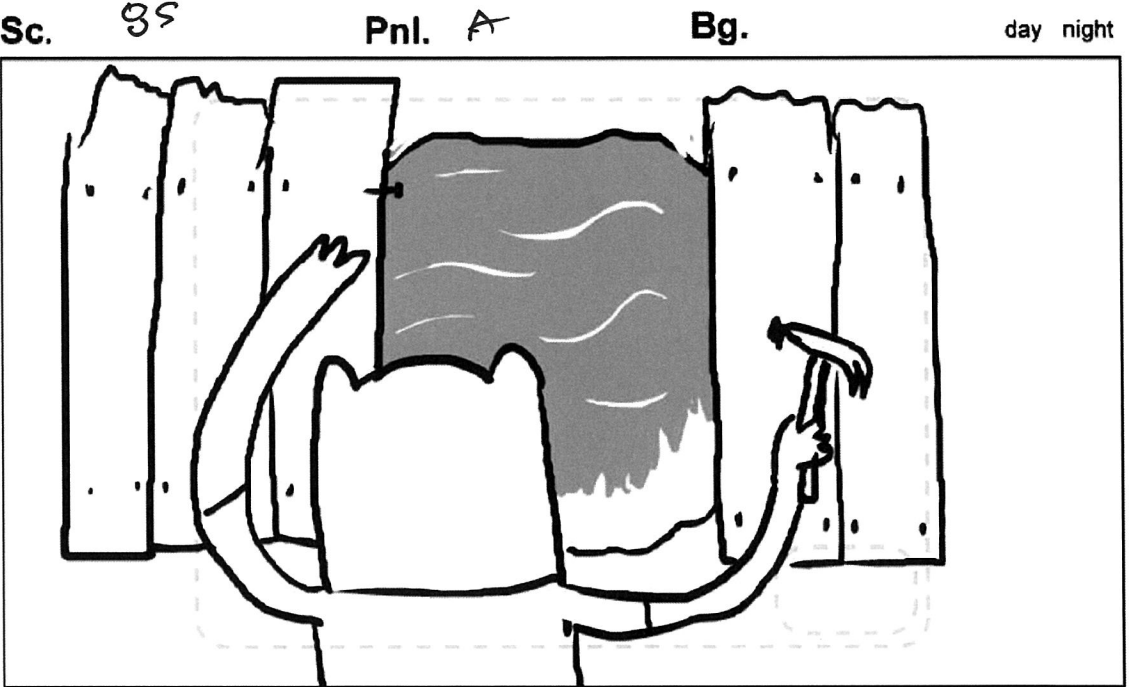
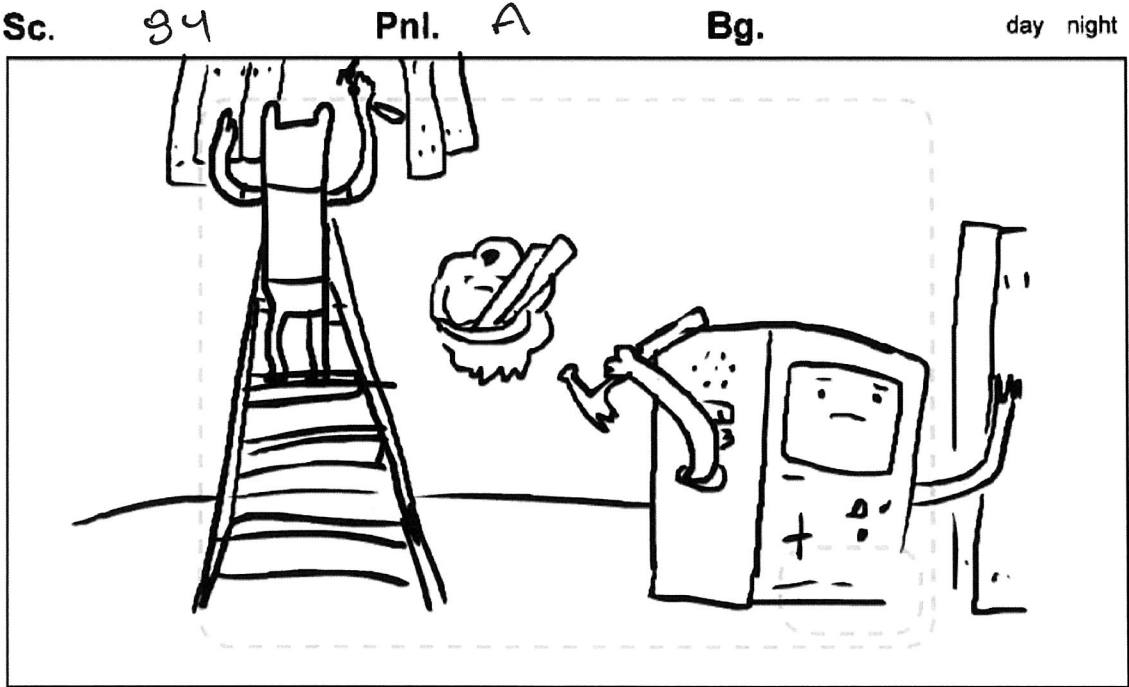
ADVENTURE TIME



Dialog:	① (CALLING TO LSP) FINISH YOUR SENTENCE!	SFX: BIRD *CAW!*
Action:		BIRD QUICKLY PERCHES ON HEAD
Timing:	② *BEAT*	

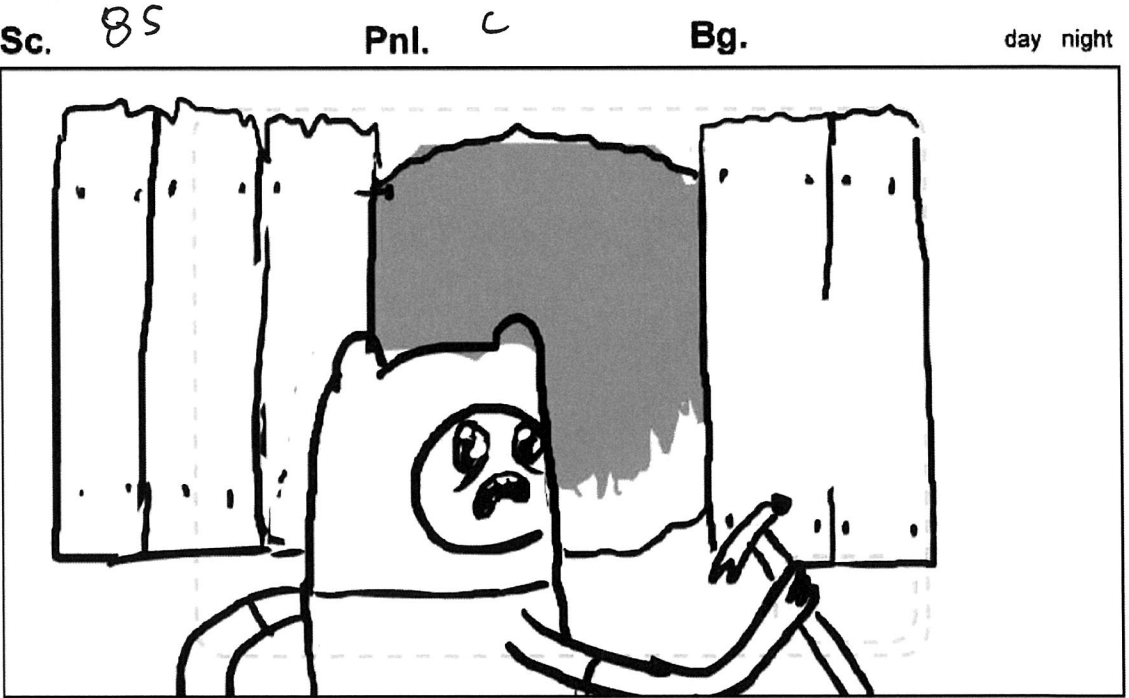
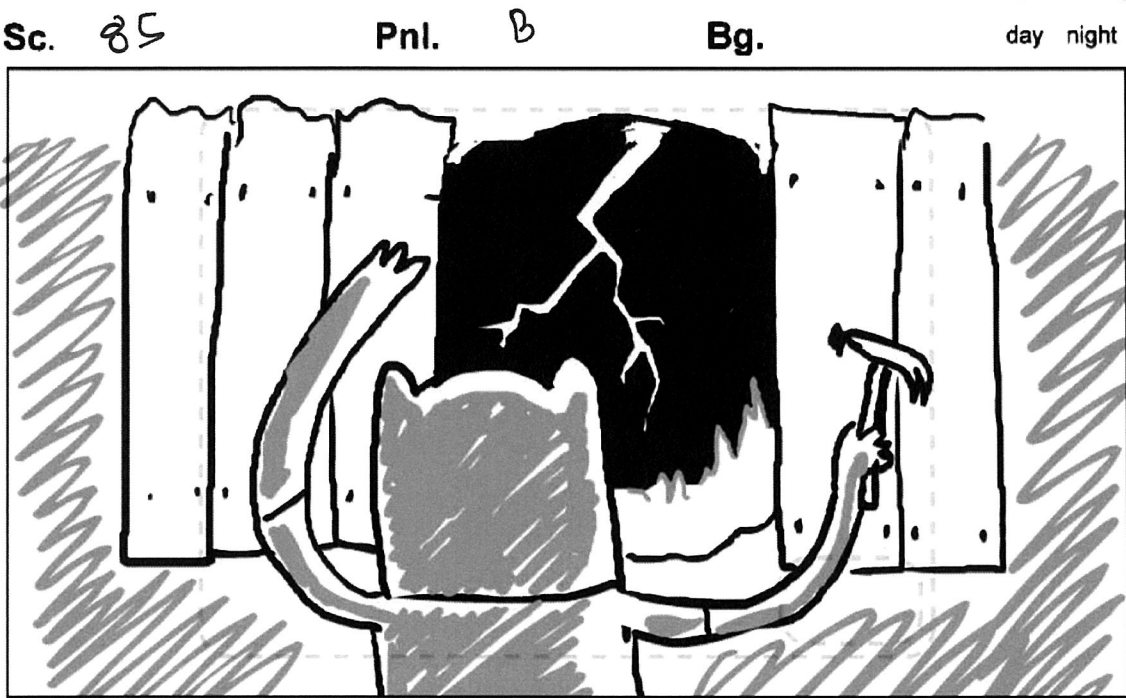
EPISODE # 1034-205
Production :

ADVENTURE TIME



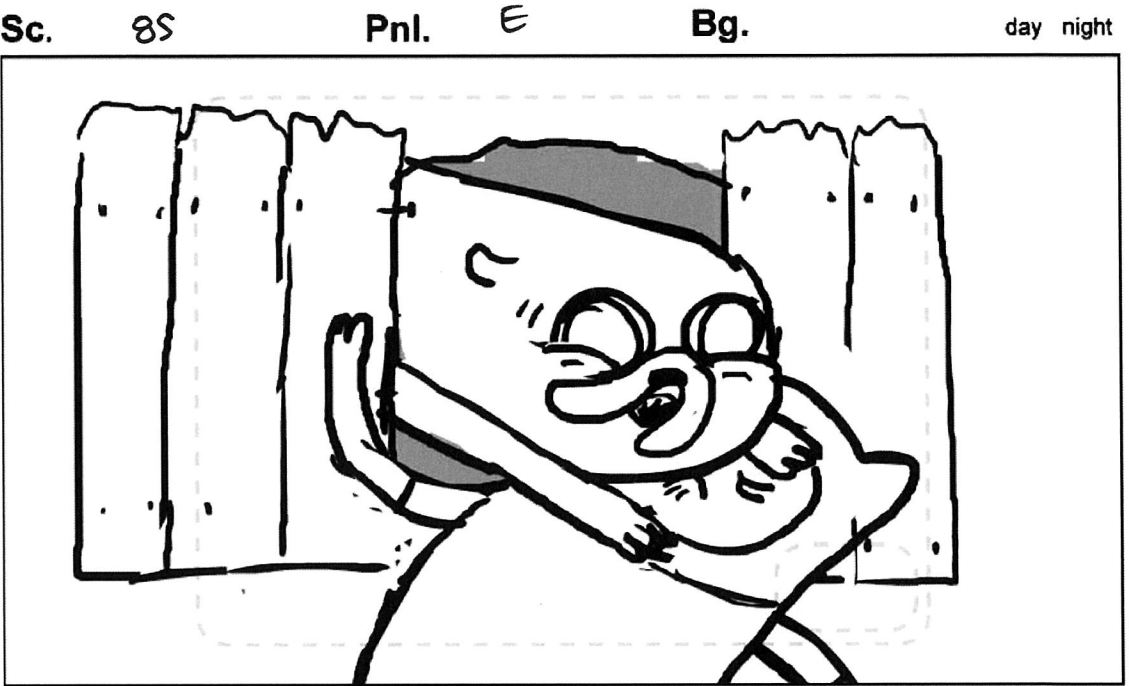
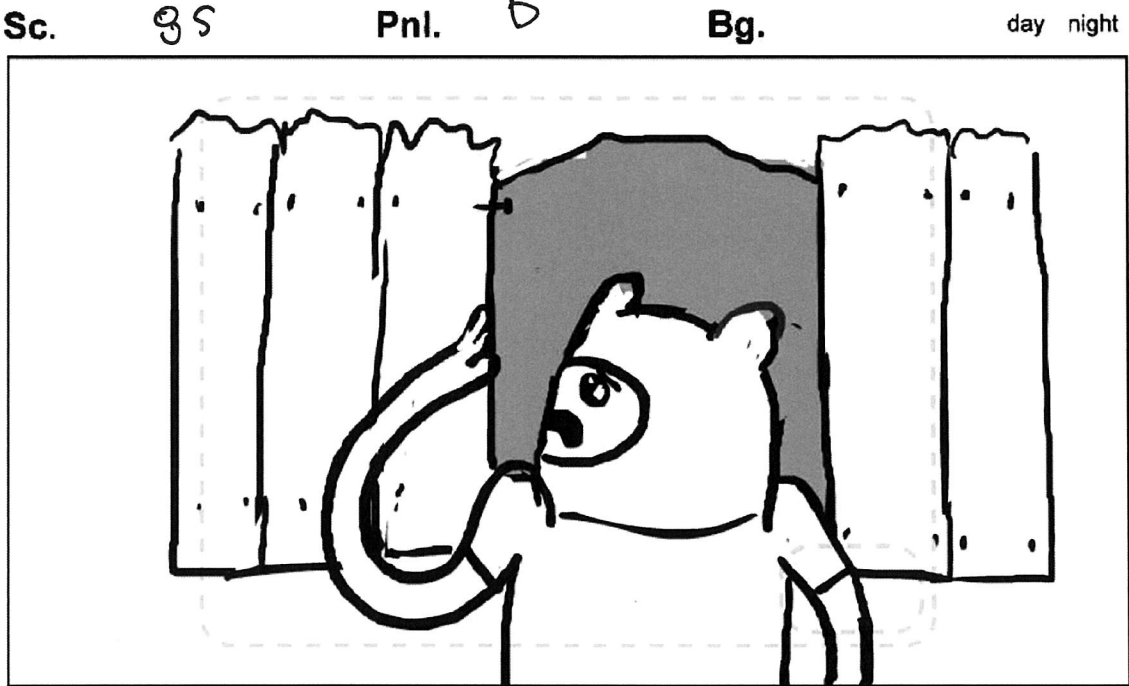
Dialog:	
Action:	FINN & BMO HAMMERING AWAY, LSP HANDING WOOD TO FINN
Timing:	FINN HAMMERING 2x

ADVENTURE TIME



Dialog:	SFX : LIGHTNING	FINN/ JAKE! HE HATES LIGHTNING
Action:	LIGHTNING STRIKES	FINN JUMPS - STARTLED + TURNS
Timing:		

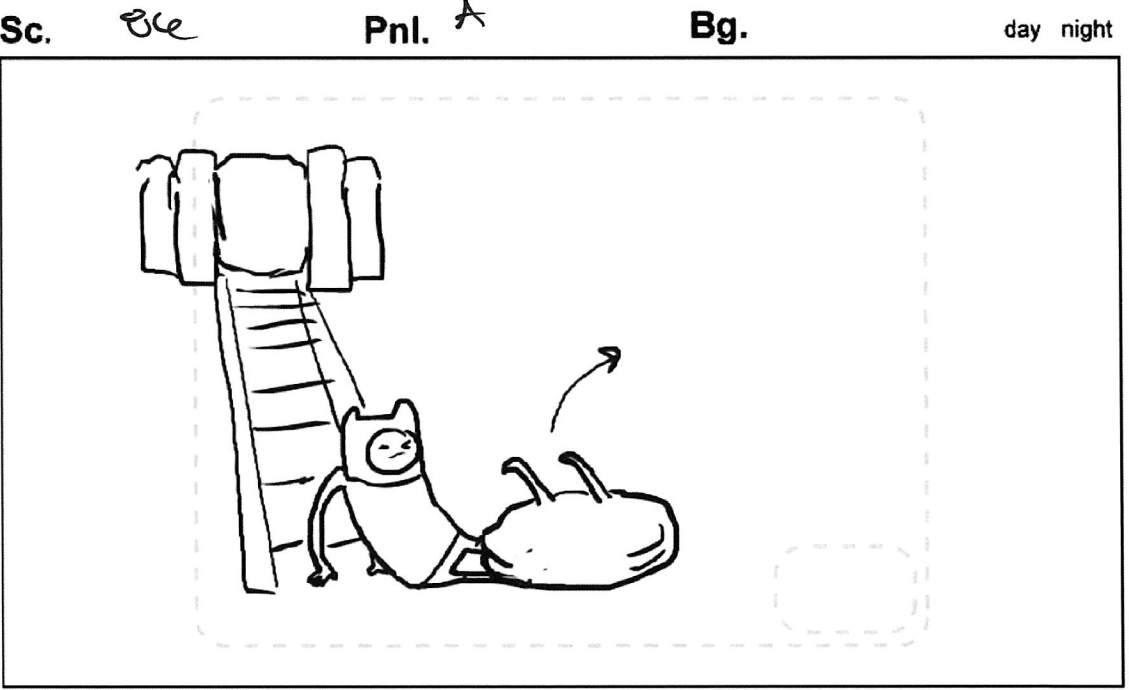
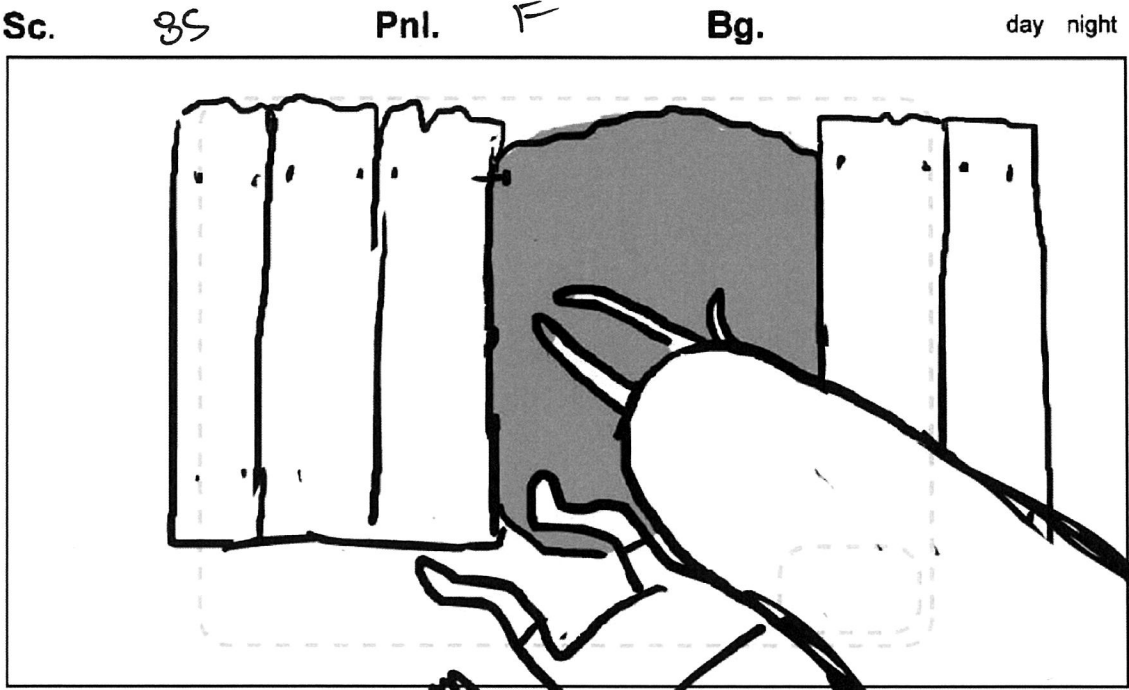
ADVENTURE TIME



Dialog:	
Action:	JAKE DIVES INTO FINN'S FACE
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME

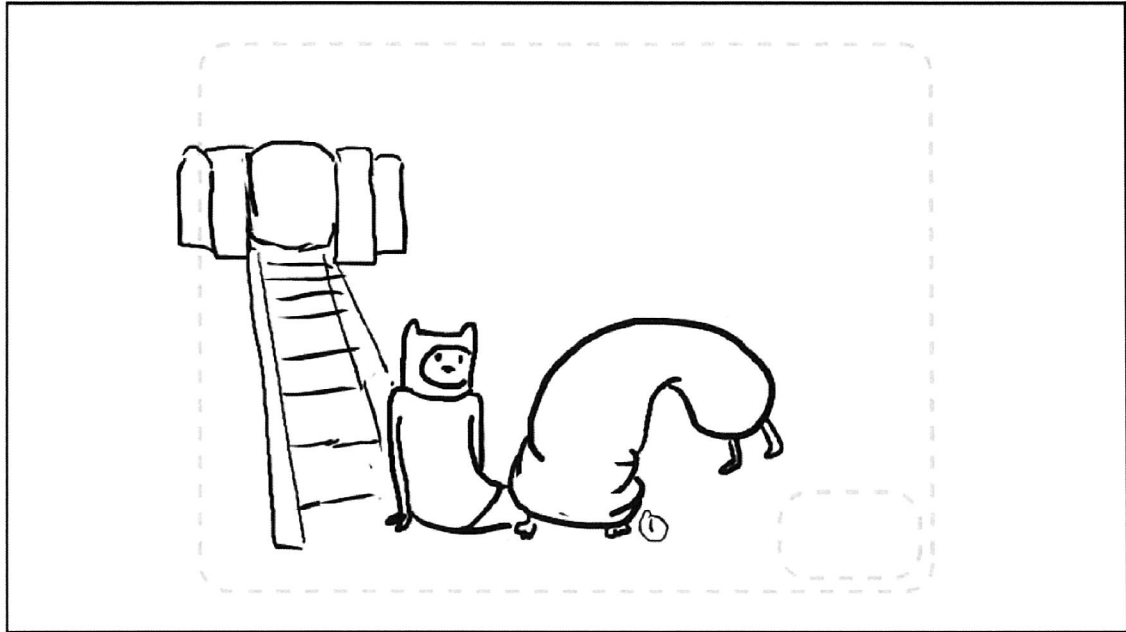


Dialog:
Action:
Timing:

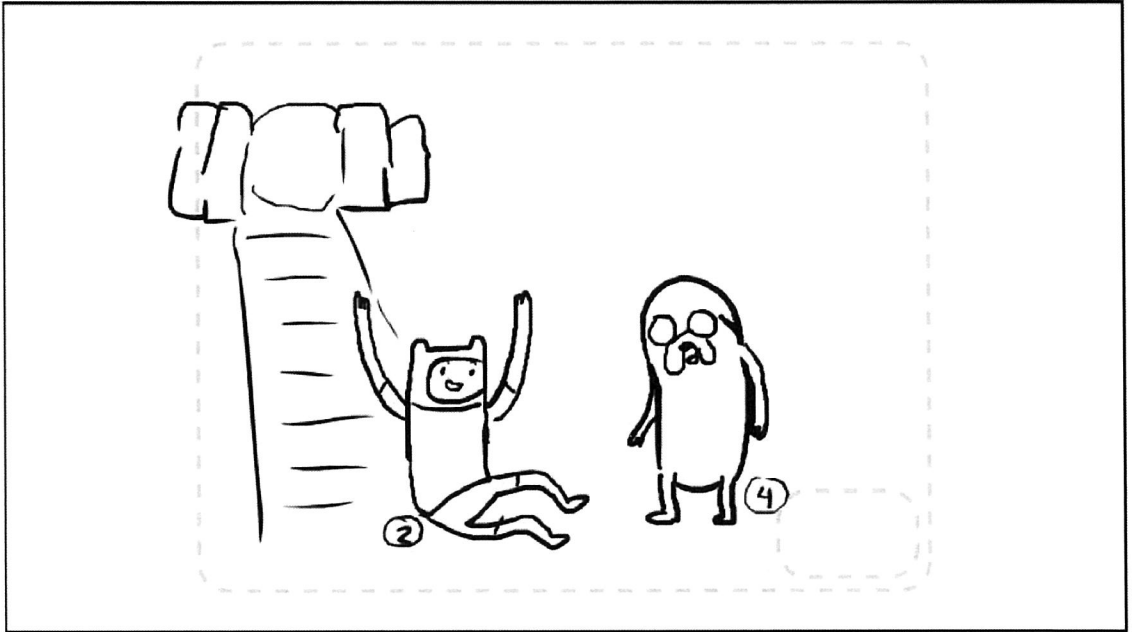
ADVENTURE TIME



Sc. 8c Pnl. B Bg. day night



Sc. 8c Pnl. C Bg. day night

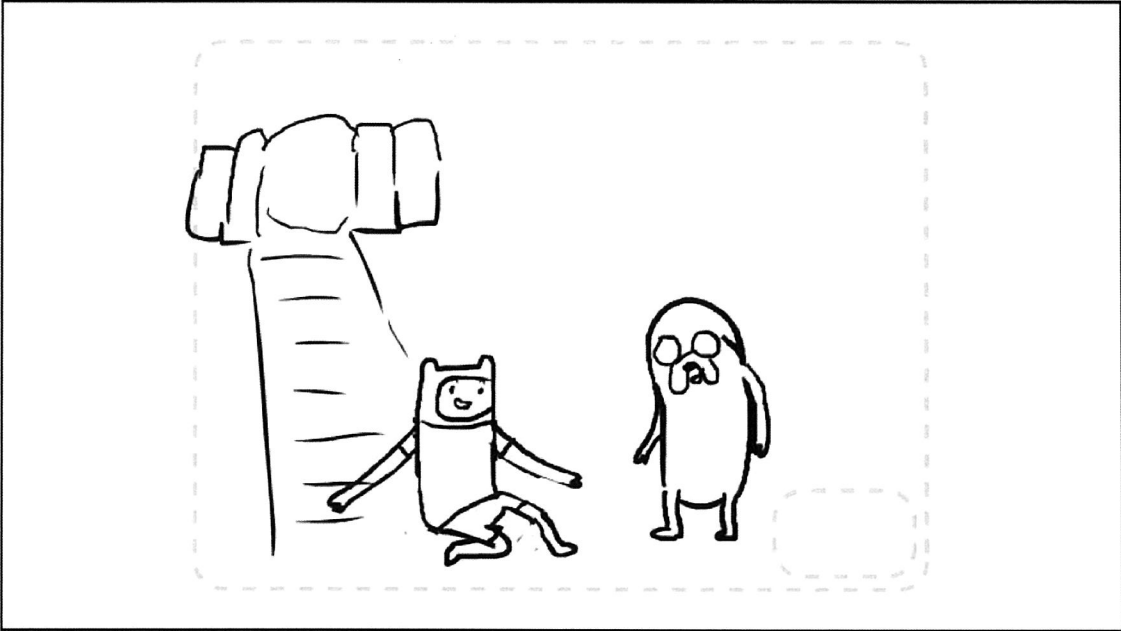


Dialog:	F + J / * LAUGH * ①	F / JAKE! ②
Action:	②	③
Timing:		

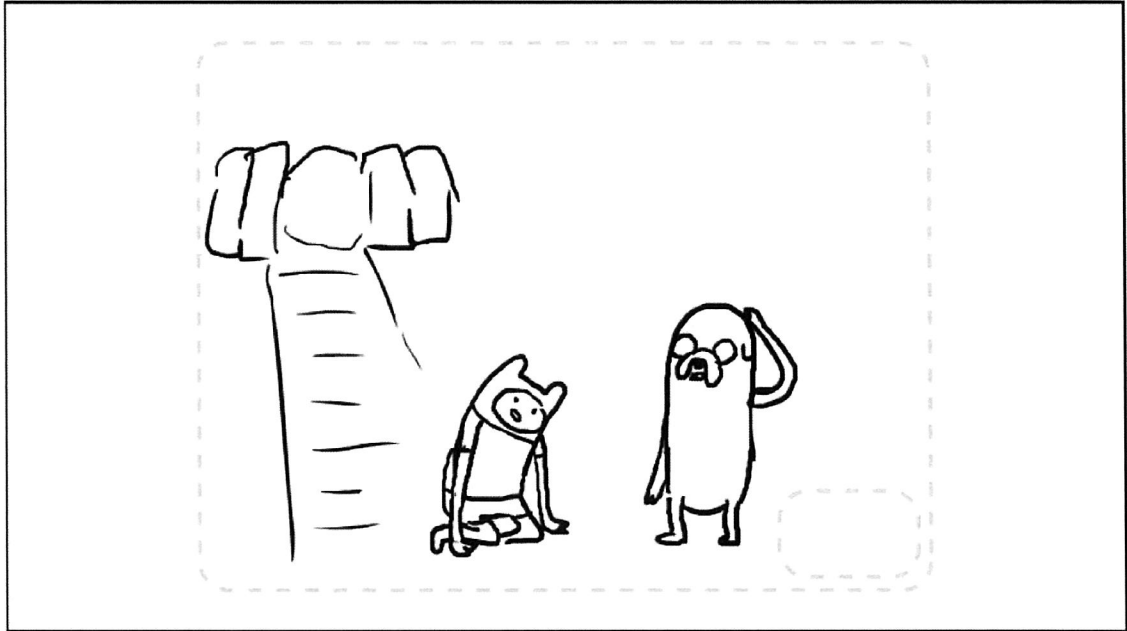
ADVENTURE TIME



Sc. 8c Pnl. 0 Bg. day night



Sc. 8c Pnl. 1 Bg. day night



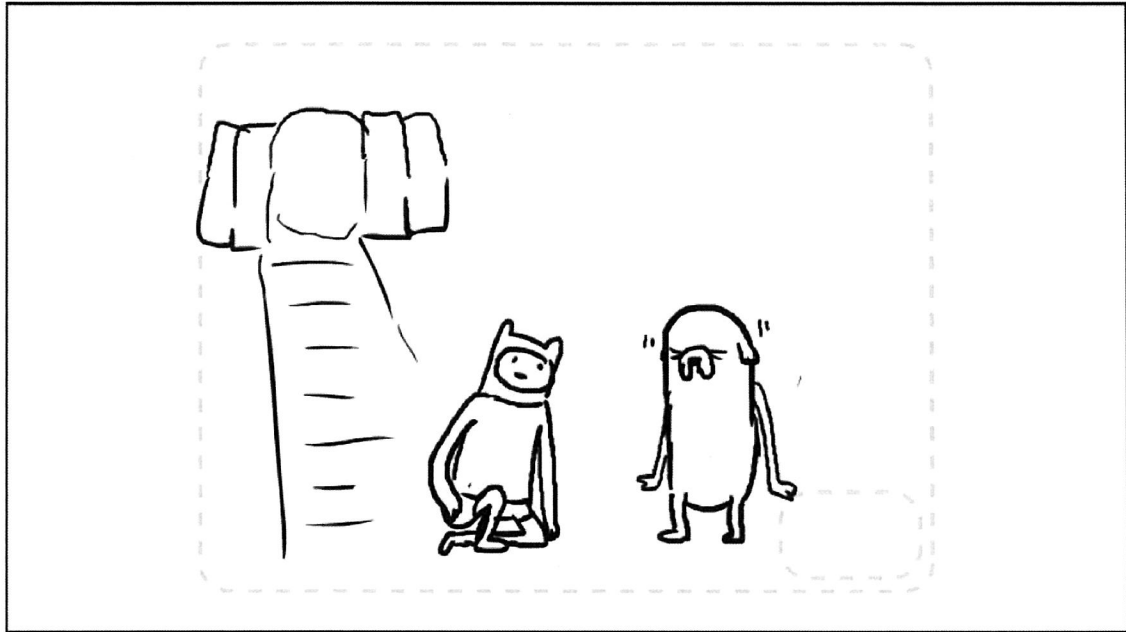
Dialog:	F/ YOU'RE BACK!	J/ YEA, LIGHTNING GIVES ME THE HEEBIES.
Action:	FINN GETTING UP	
Timing:		

EPISODE # 1034-205
Production :

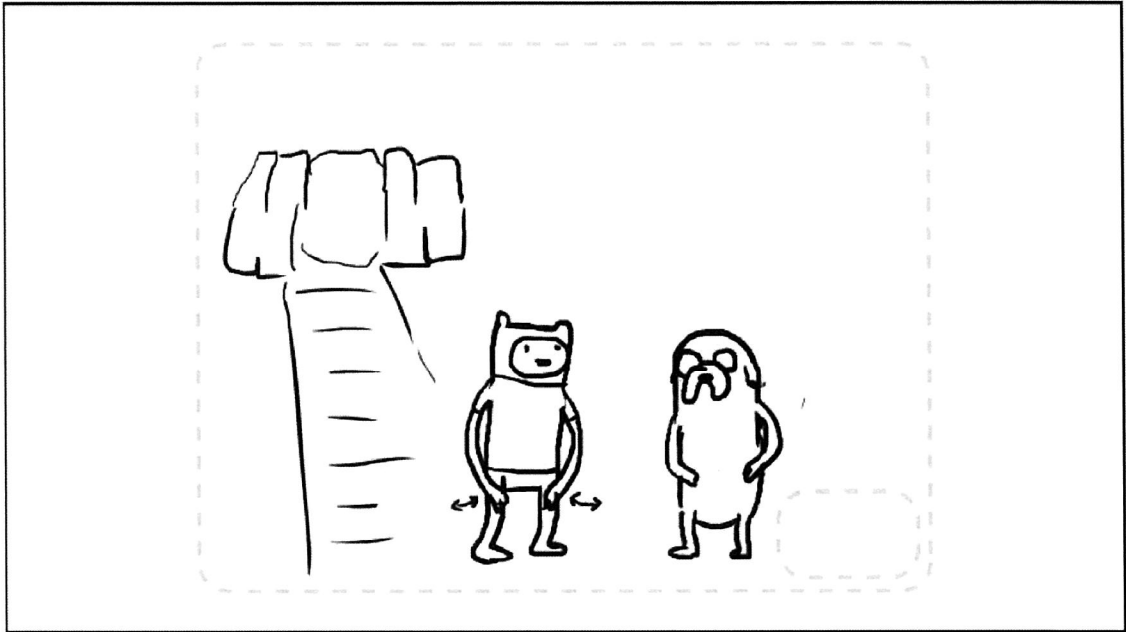
ADVENTURE TIME



Sc. 86 Pnl. F Bg. day night

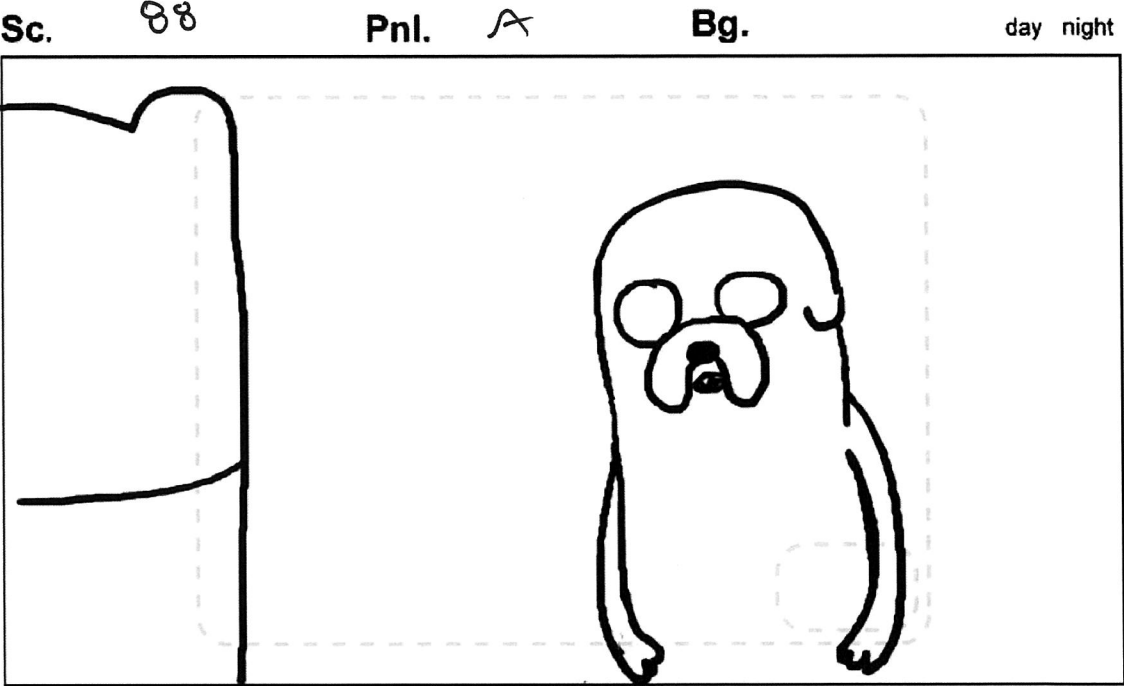
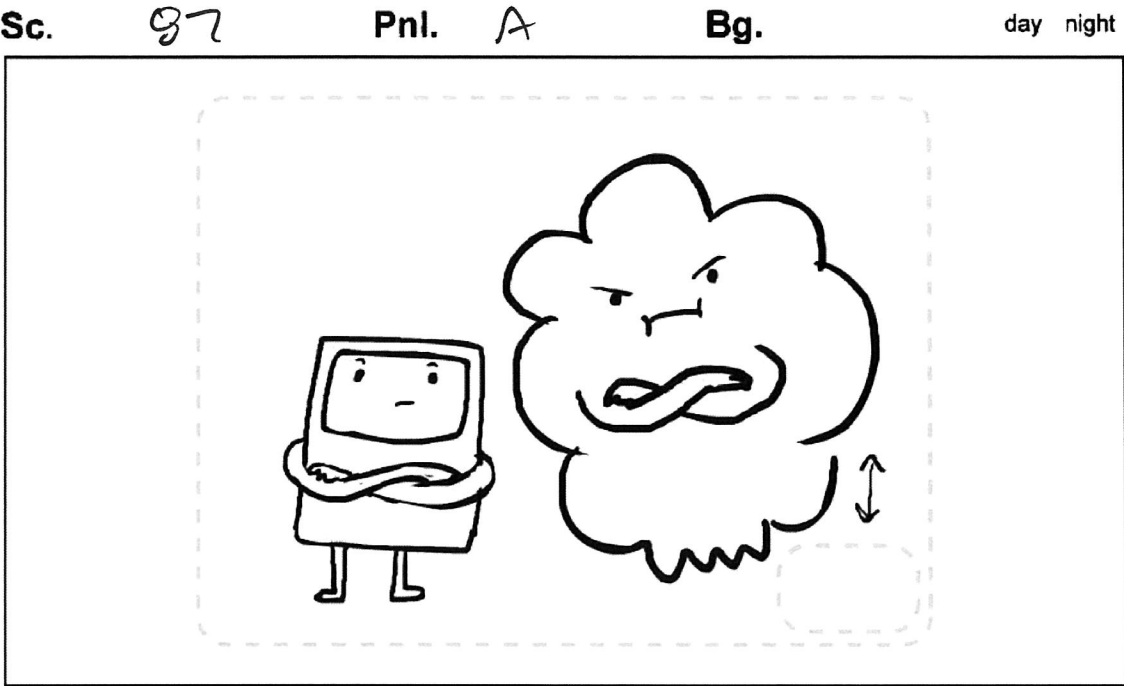


Sc. 86 Pnl. 6 Bg. day night



Dialog:	J/ UGHHH (*SHUDDERS*)	F/ SO WHADJA BRING MAN? HEARD YOU WERE...
Action:	FINN DUSTS OFF KNEES	
Timing:		

ADVENTURE TIME

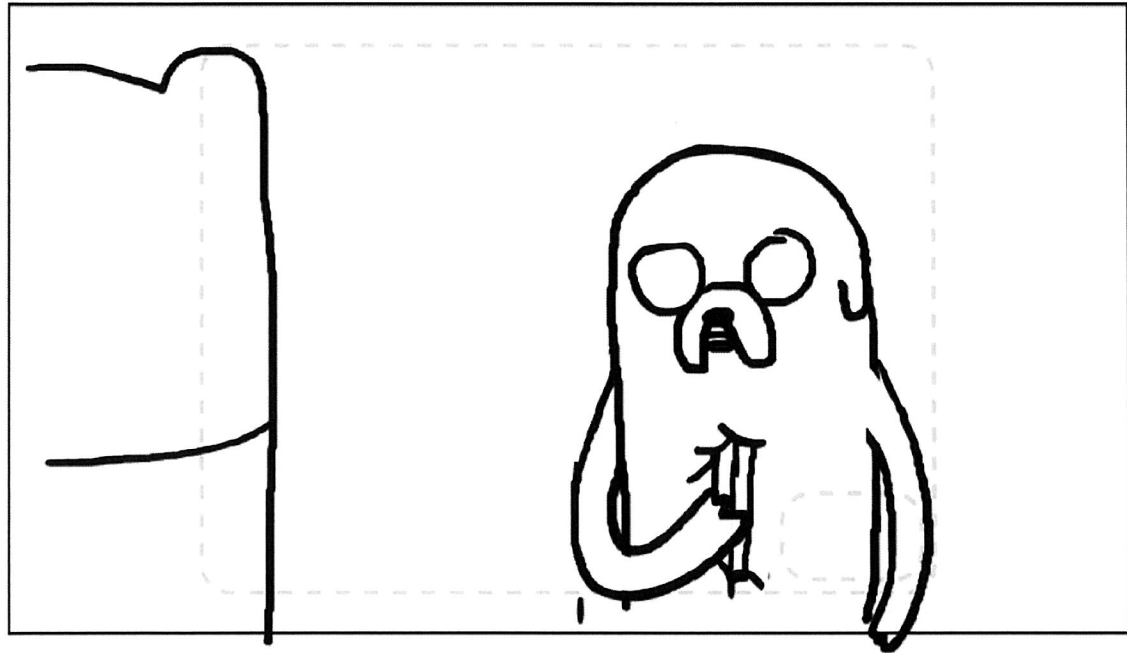


Dialog:	F/ (O.S.) ... WORKING ON SOMETHING BIG * BEAT *	J/ WELL... I'VE BEEN -
Action:	LSP HOVERS 2-3x BMO & LSP LISTENING & WAITING	
Timing:		

ADVENTURE TIME



Sc. 88 Pnl. B Bg. day night

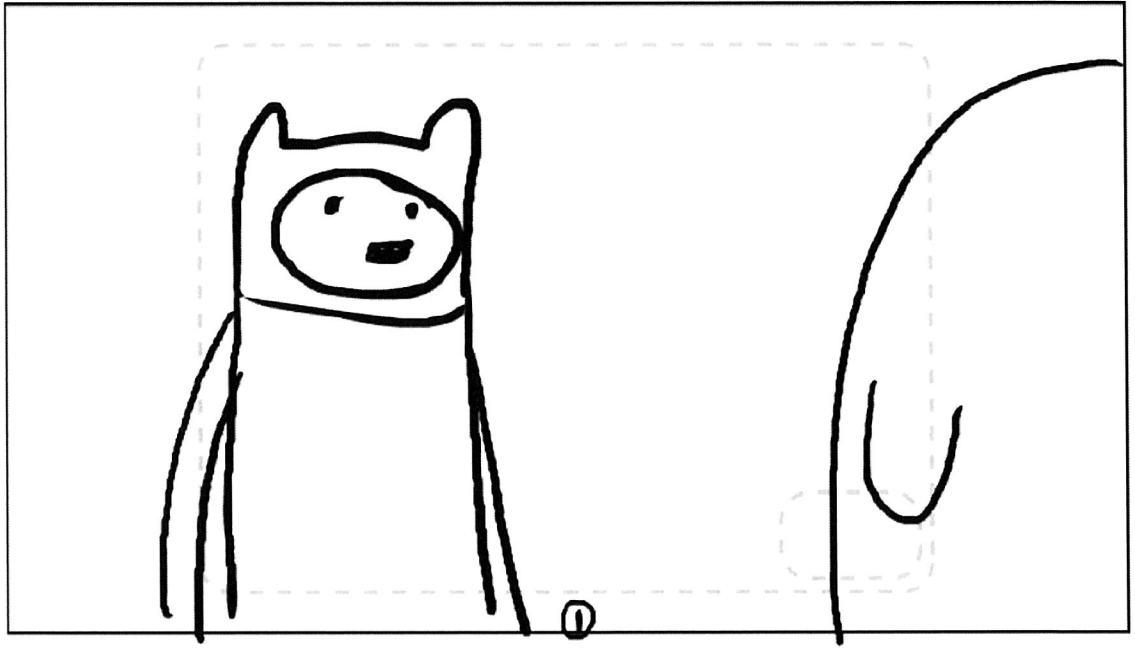


Dialog: J/- JOTTIN' SOME STUFF DOWN
IN MY NOTEBOOK -

Action: JAKE PULLS NOTEBOOK OUT OF
BODY

Timing: 

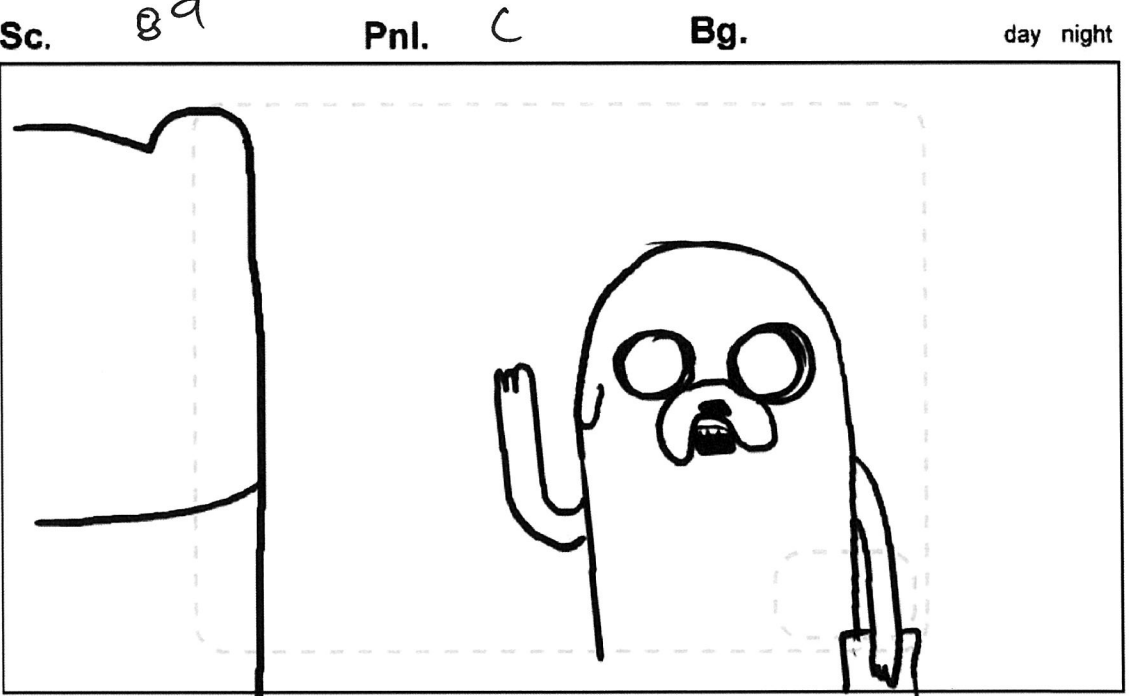
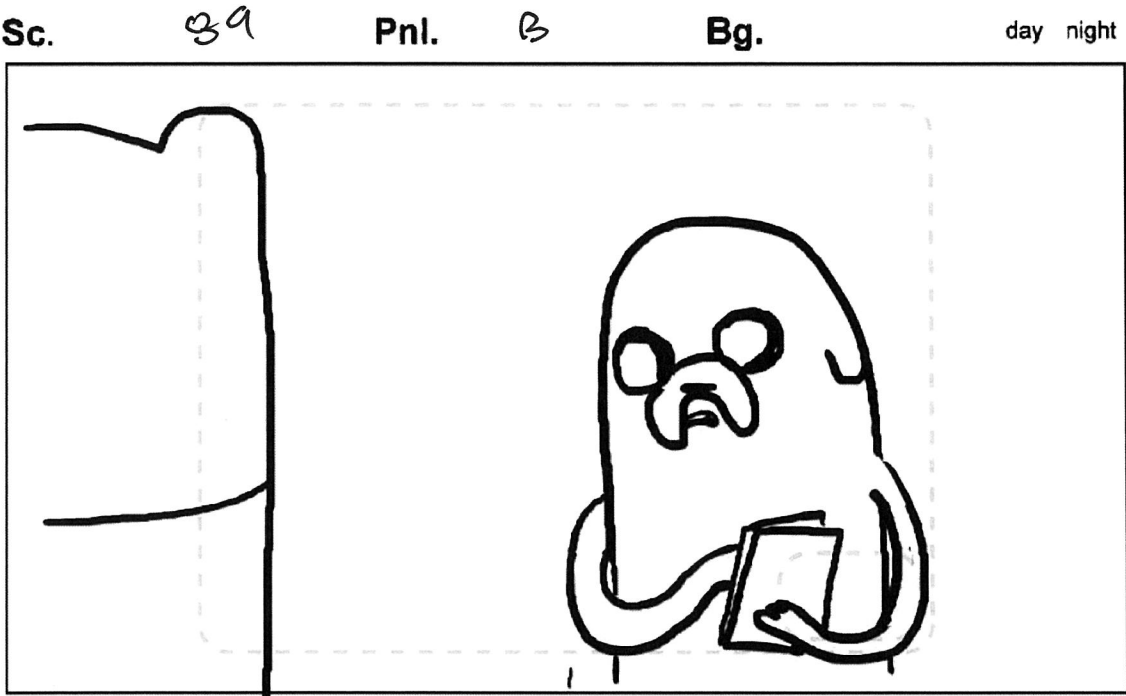
Sc. 89 Pnl. A Bg. day night



F/ COOL- LIKE SURVIVAL TIPS +
JUNK? ^① ^② ^③



ADVENTURE TIME

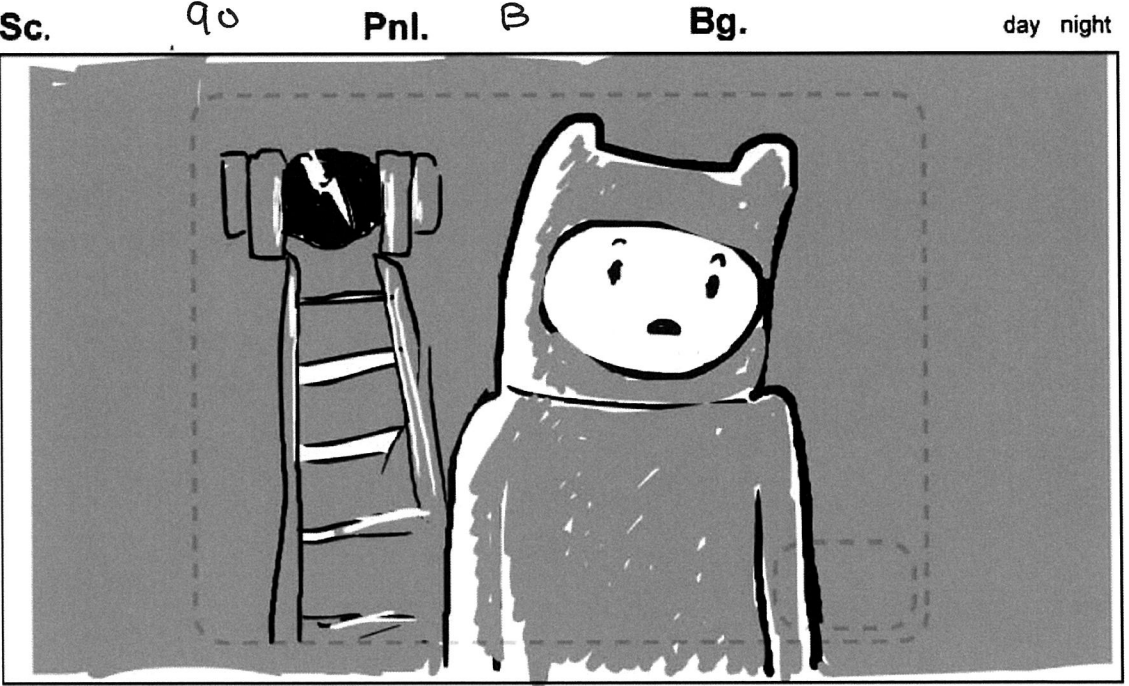
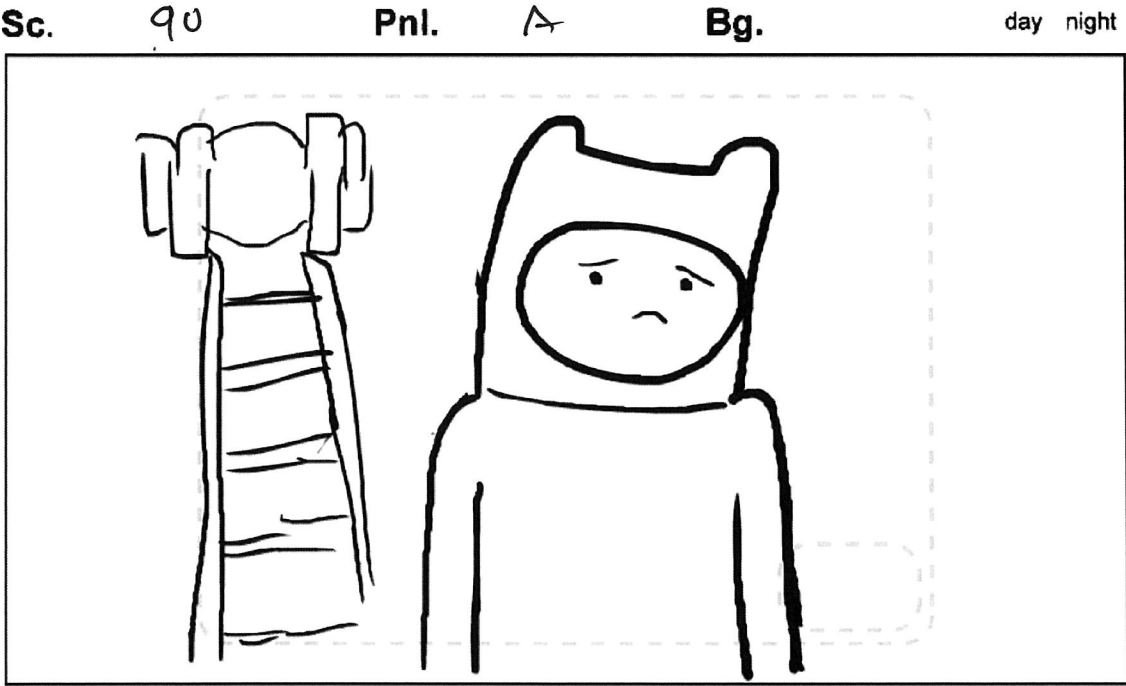


Dialog: J/ NO... NOT REALLY. IT'S MORE LIKE... UH... J/ ... IT'S A SURPRISE!

Action: JAKE SHUTS NOTEBOOK *FIDGETS* LOOKS DOWN

Timing:

ADVENTURE TIME



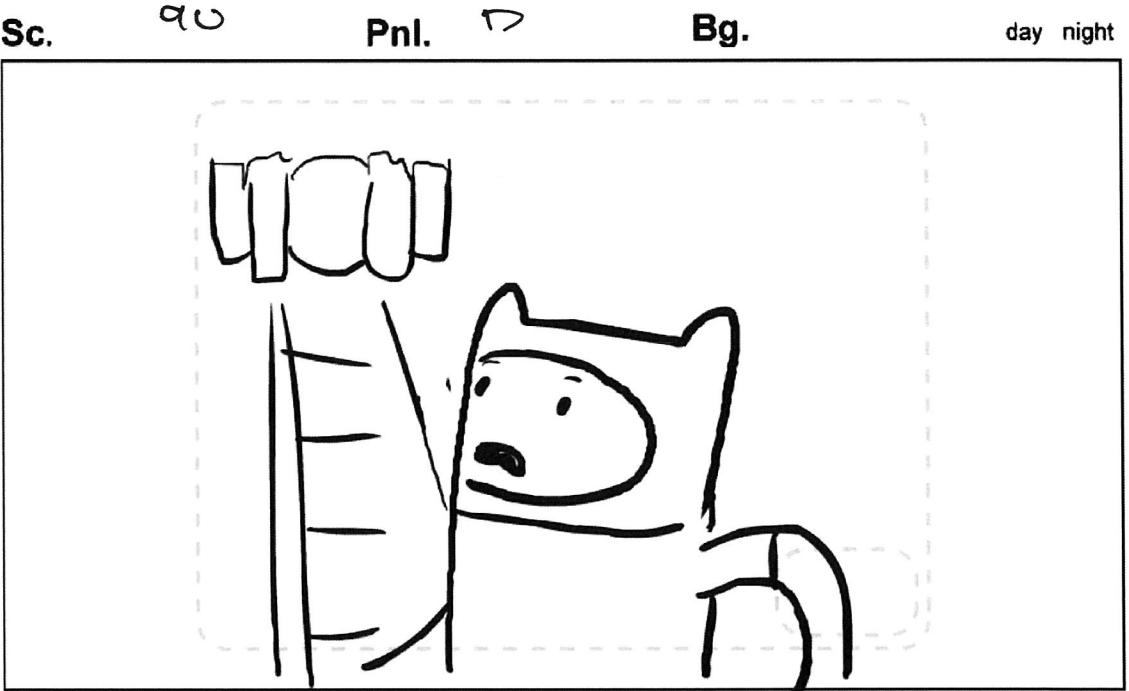
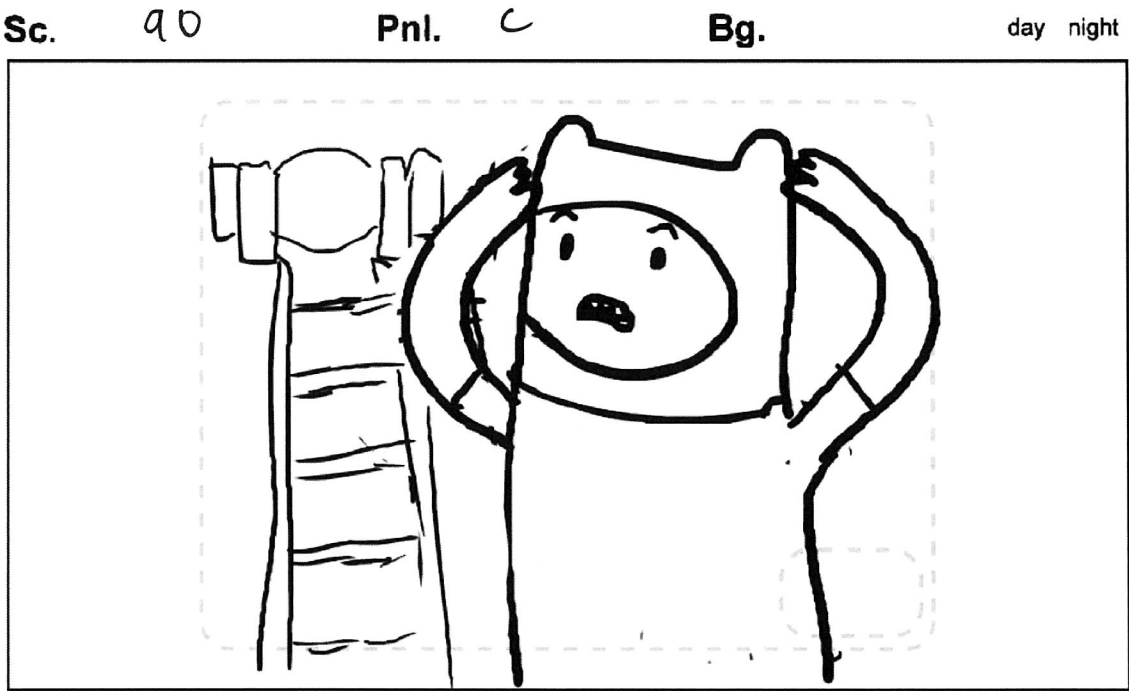
Dialog: F/ ... OH... SO YOU DIDN'T BRING ANYTHING...

Action: FINN LOOKS AT JAKE, DISAPPOINTED


Timing:

SFX: LIGHTNING STRIKE & HEAVY RAIN STARTS

ADVENTURE TIME



Dialog: F/OH SNAP! GOTTA SEAL THE DOOR!

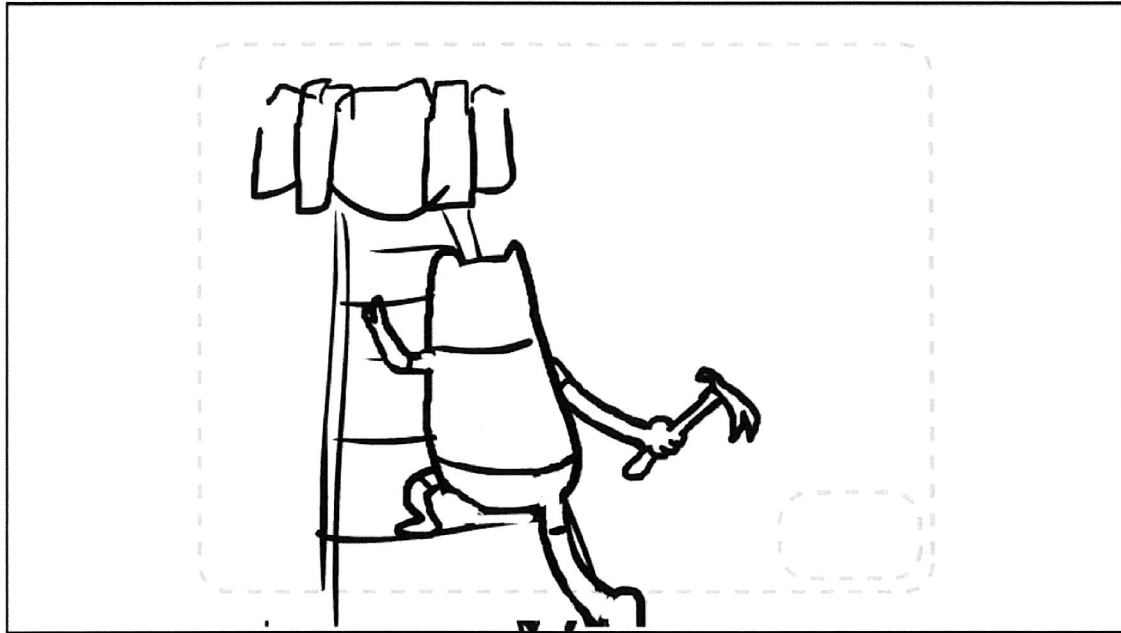
Action:  IN ONE SWIFT BEAT, FINN LEANS DOWN TO PICKUP HAMMER + RUNS PARTWAY UP LADDER

Timing:

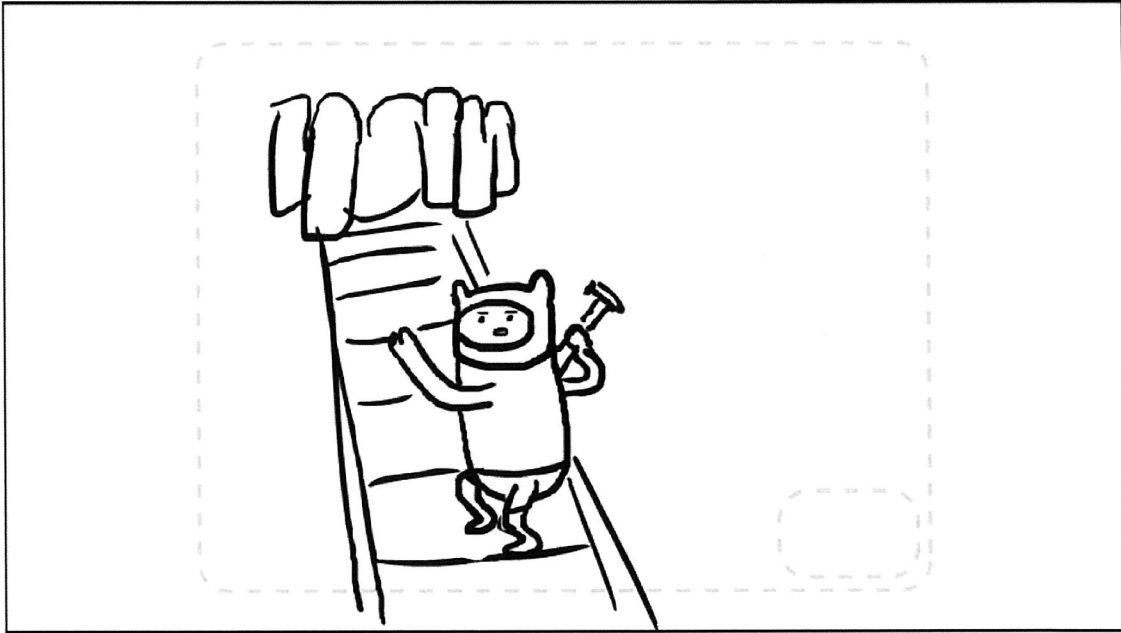
ADVENTURE TIME



Sc. 90 Pnl. E Bg. day night

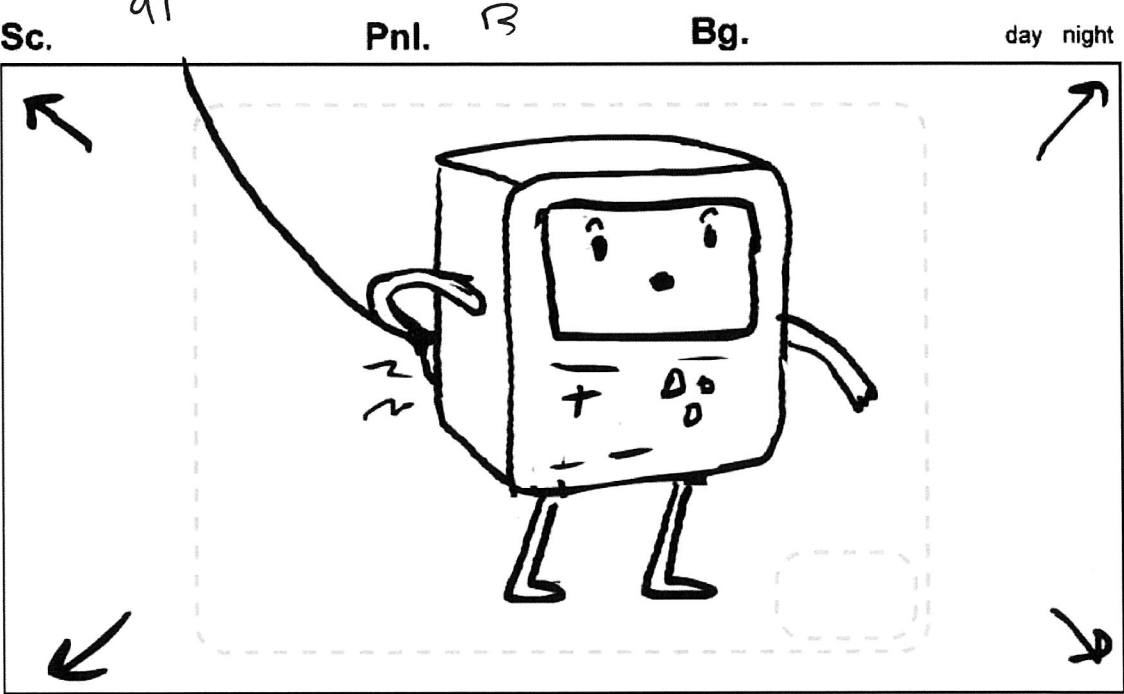
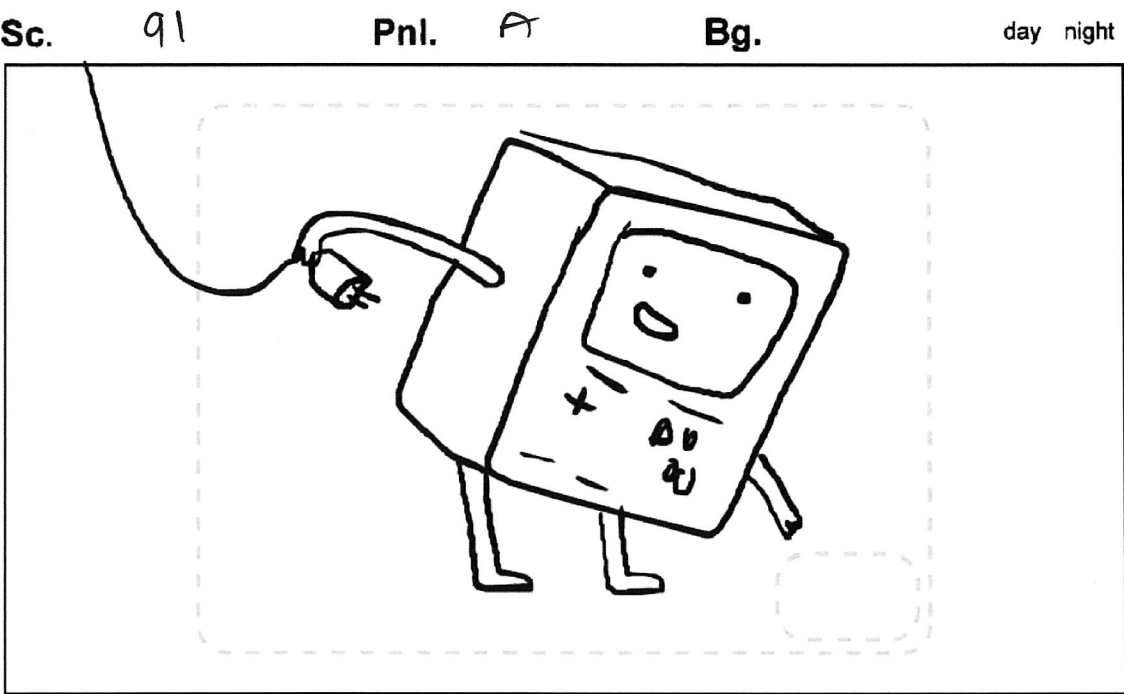


Sc. 90 Pnl. F Bg. day night



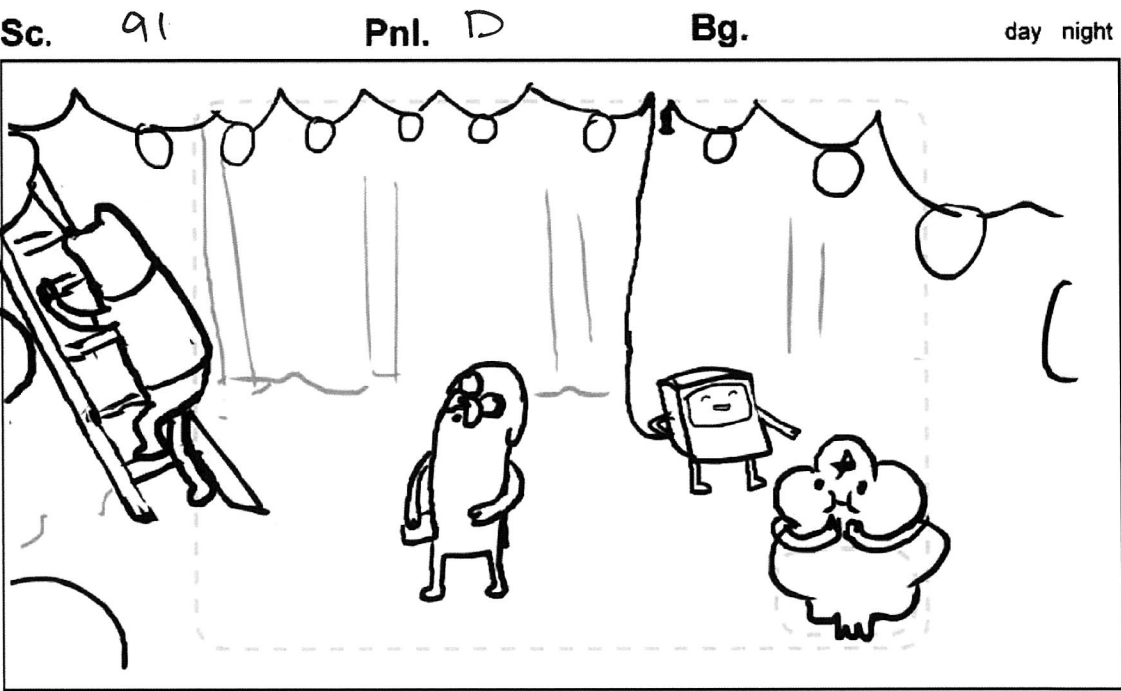
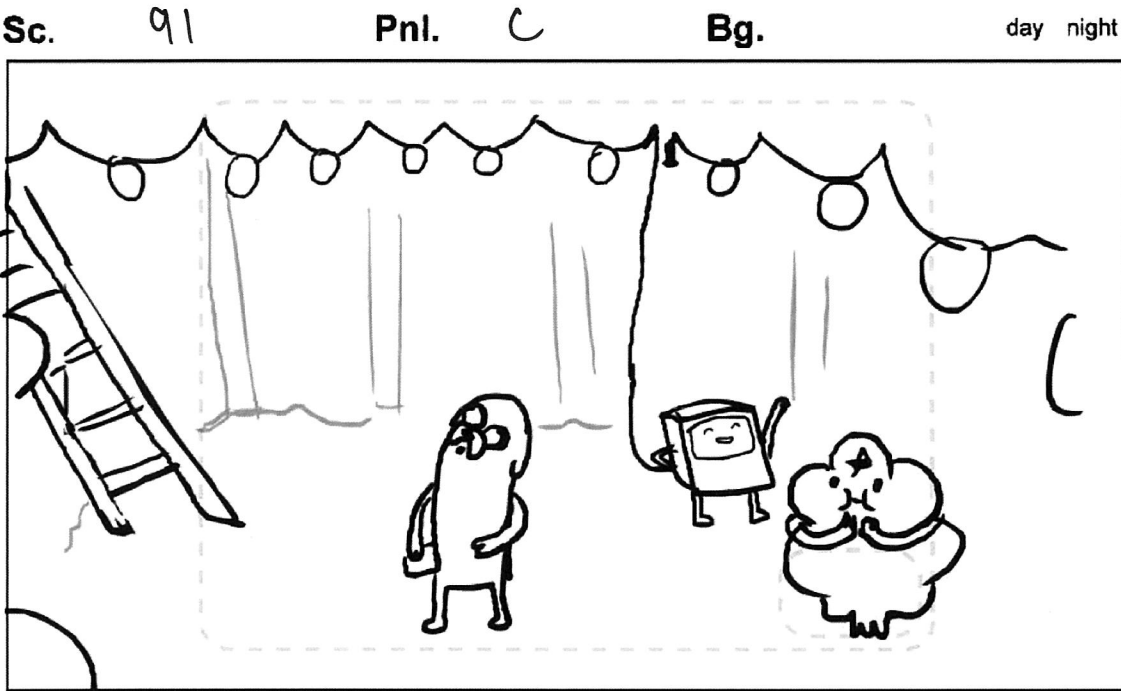
Dialog:	F/ BMO, LIGHT THIS BABY UP!
Action:	FINN TURNS
Timing:	

ADVENTURE TIME



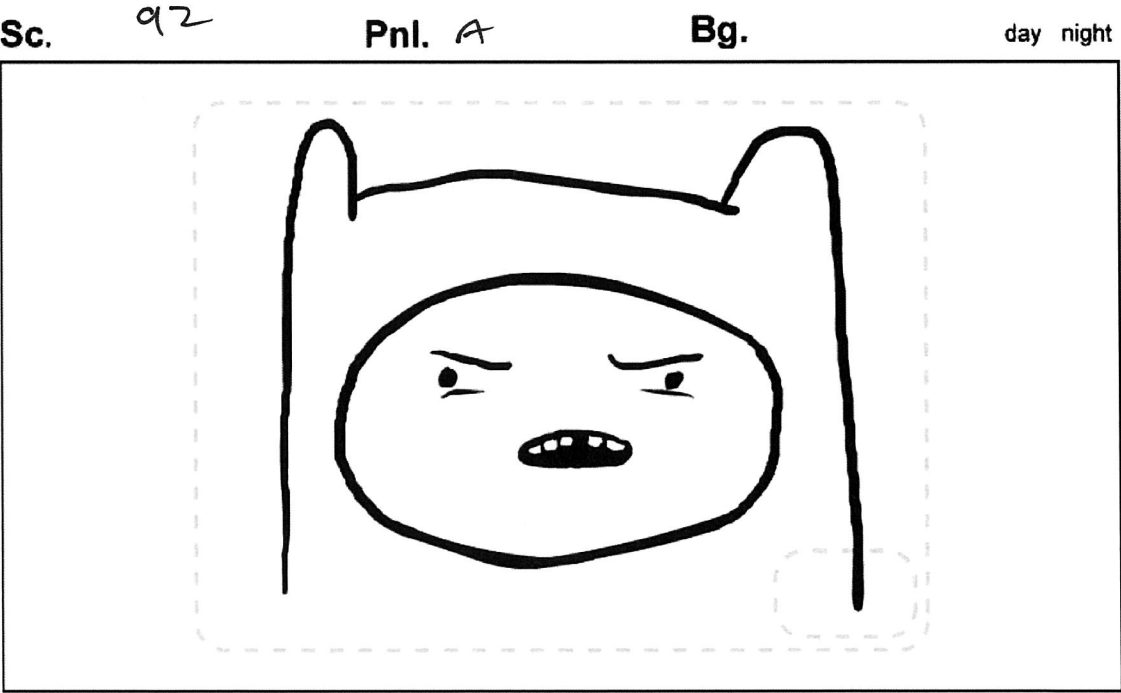
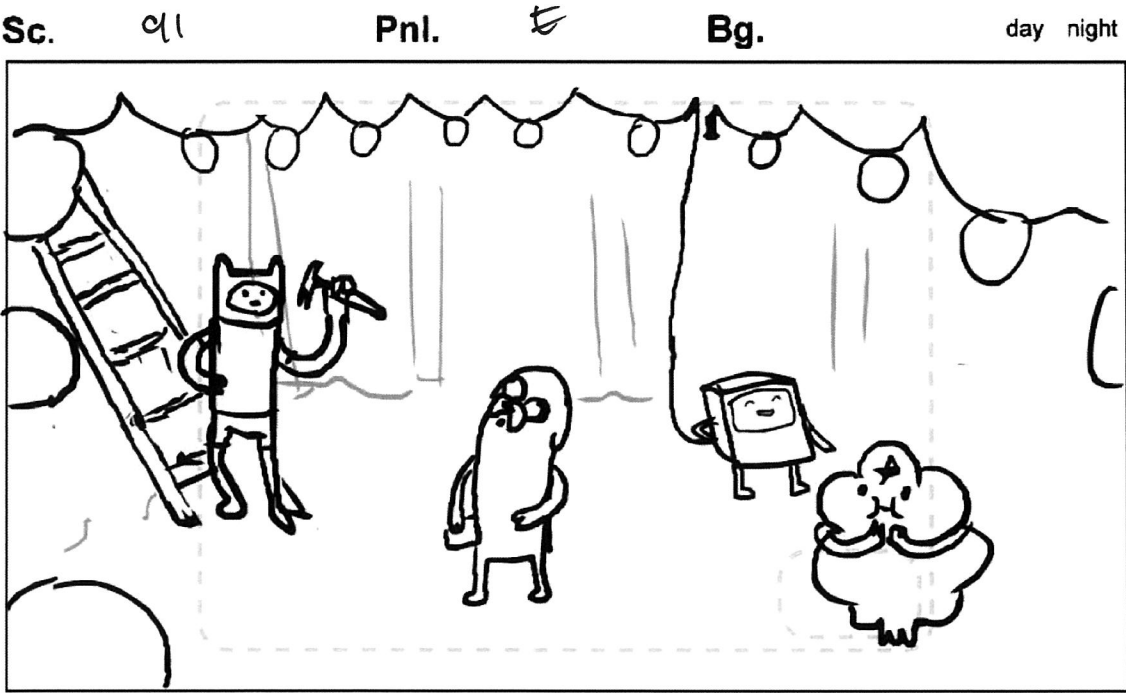
Dialog:	BMD/ 000!
Action:	BACKGROUND FX/ FINN HAMMERING CAM PULLS OUT QUICKLY
Timing:	

ADVENTURE TIME



Dialog:	J + LSP/ OOOOOH! * LSP DOES FAST EXCITED CLAP* BG FX/HAMMERING	FINN/ OK, ALL BOARDED -
Action:	XMAS LIGHTS/GLOBE LIGHTS ILLUMINATE BUNKER	
Timing:		

ADVENTURE TIME

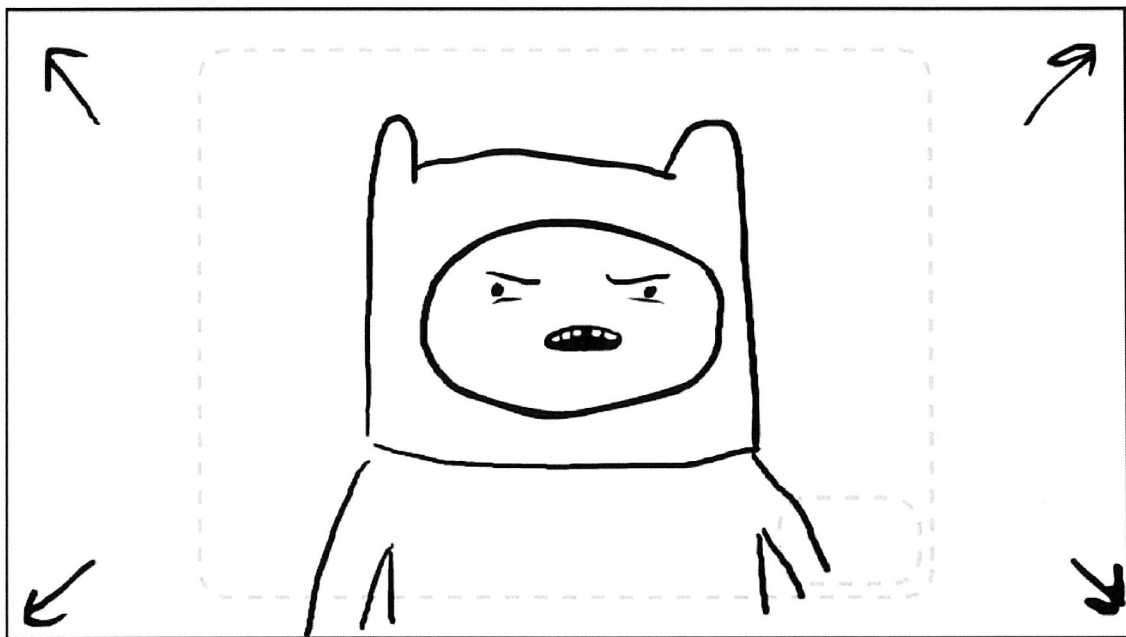


Dialog:	F/ - UP!	F/ NOW WE WAIT - (QUIET, LOW)
Action:		
Timing:		

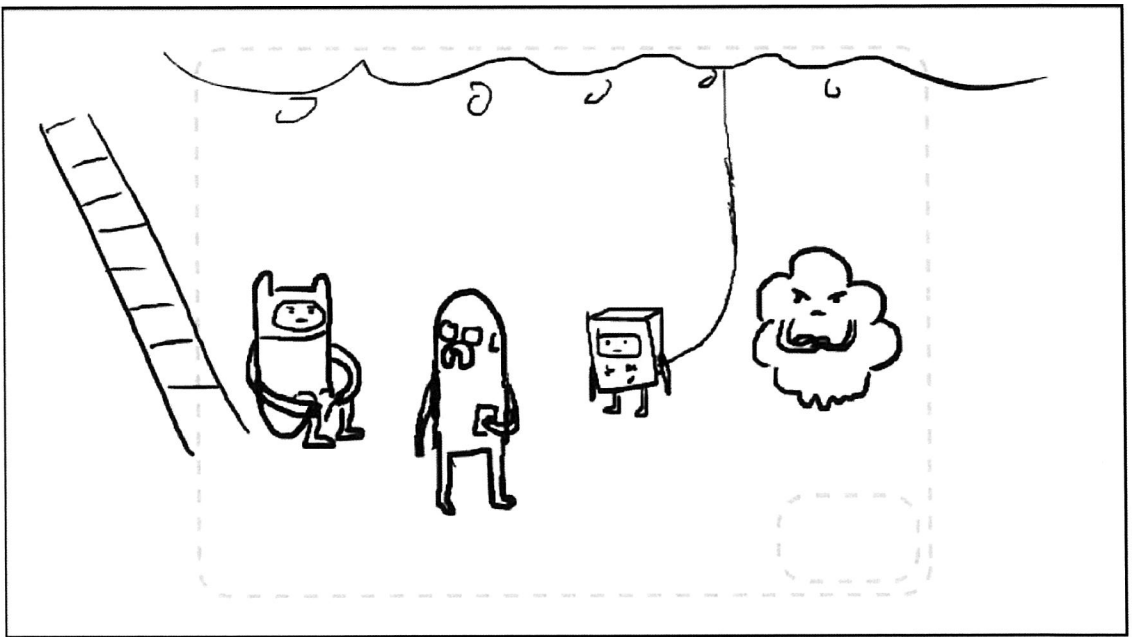
ADVENTURE TIME



Sc. a2 Pnl. B Bg. day night



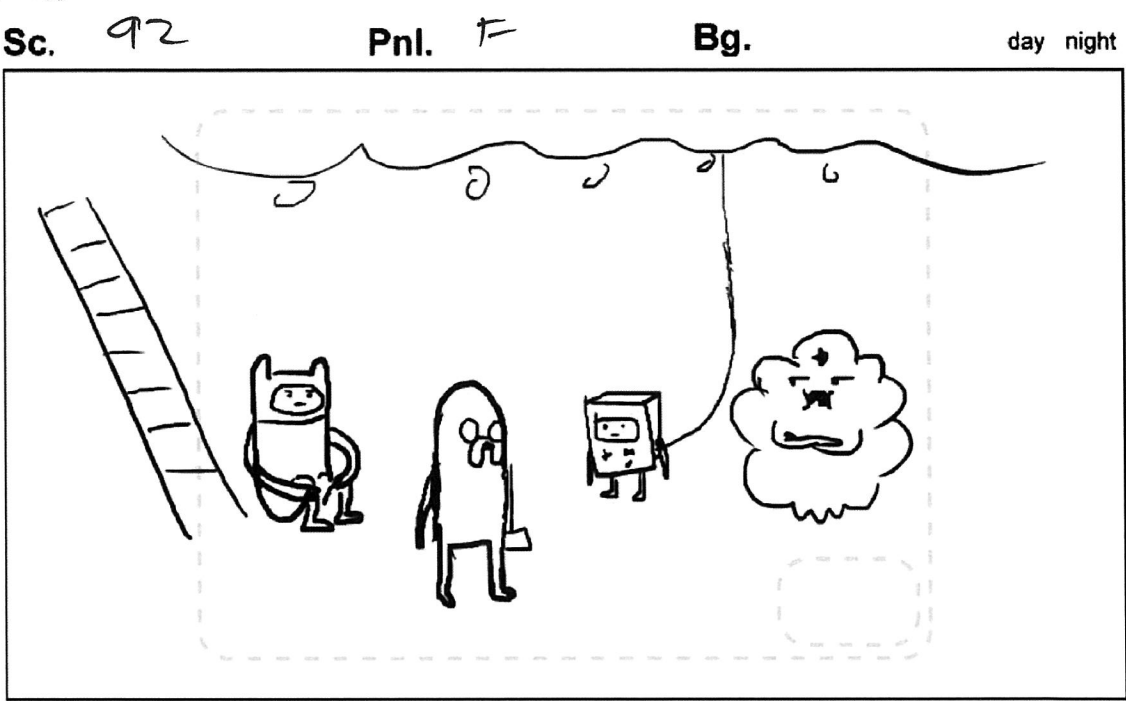
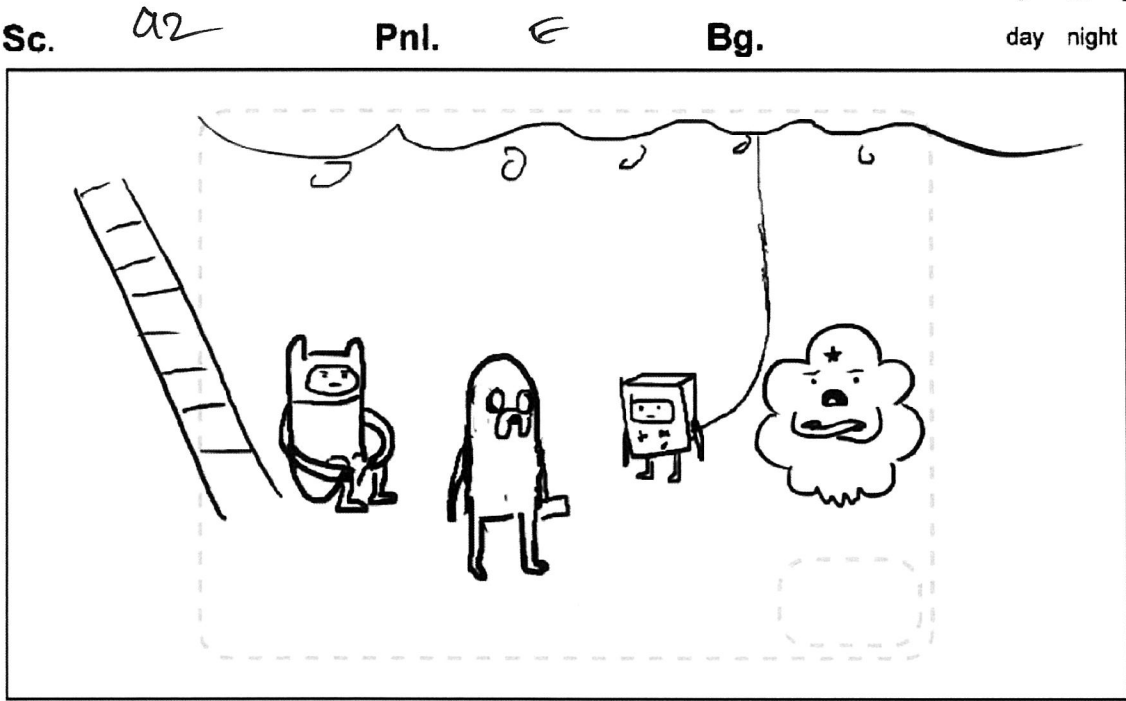
Sc. a2 Pnl. C Bg. day night



Dialog:
Action: CAM PULL OUT FAST AS FINN SITS
Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog: (LSP) WE JUST WAIT? THAT'S IT?

(LSP) - CAN WE AT LEAST PLAY A GAME OR SOMETHING I'M ALREADY

Action:

Timing:

ADVENTURE TIME



Sc. 93

Pnl. A

Bg.

day night

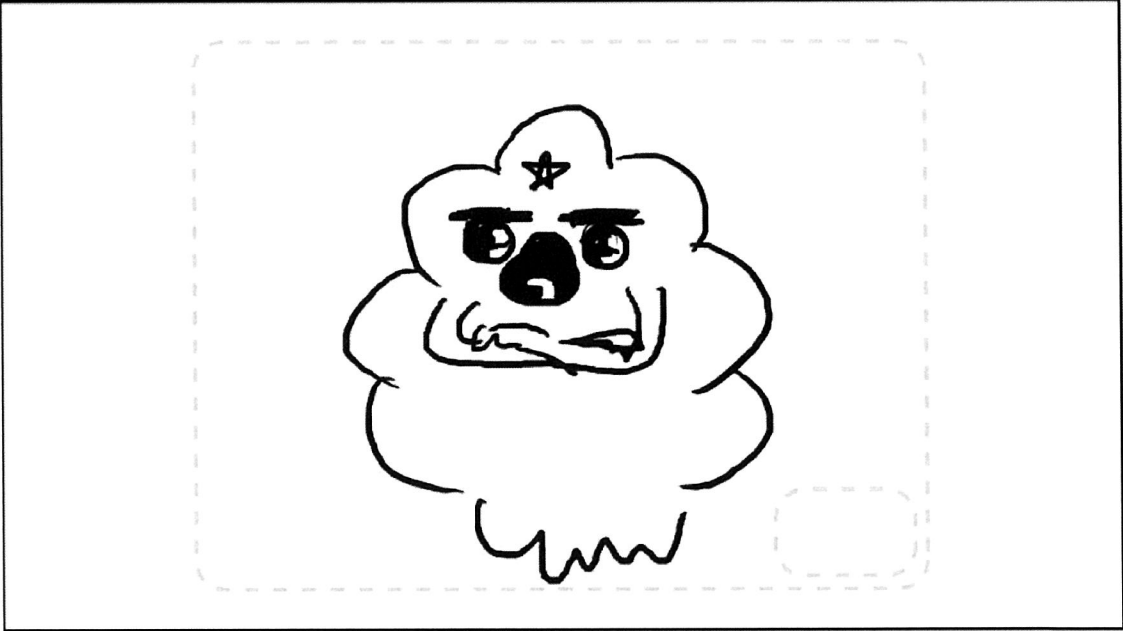
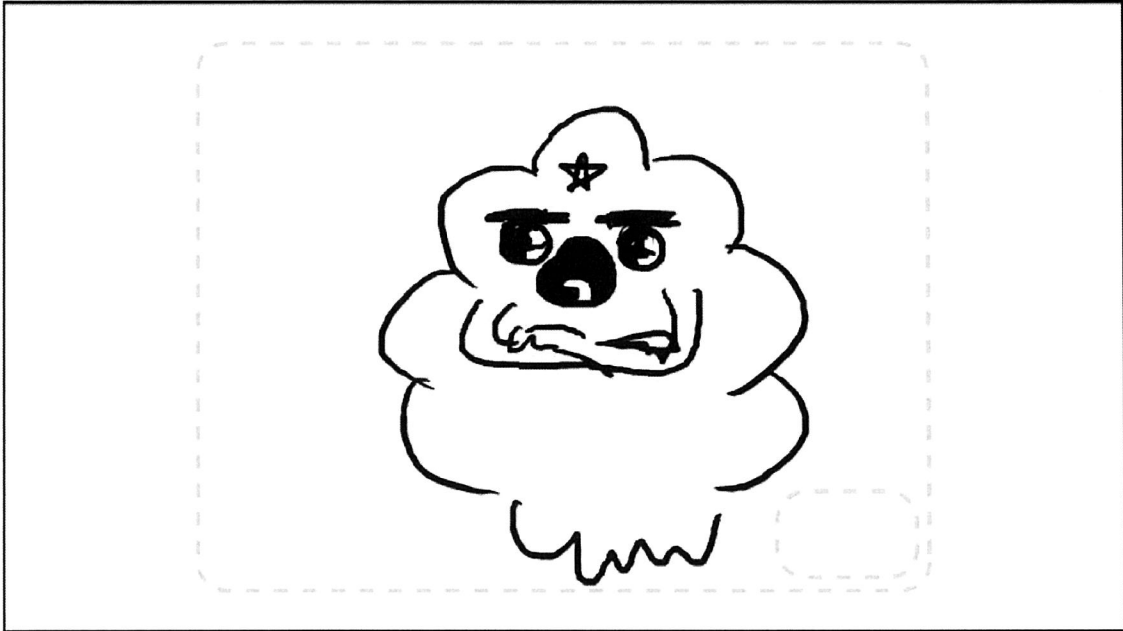
93

Sc.

Pnl. B

Bg.

day night



Dialog:	
<p>LSP - BOOOOOOOOOOOOOOOOOOOOOOOOO</p>	<p>LSP - OOOOOOOOOOOOOOOOOOOOOOOOOO RED.</p>
Action:	
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 93 Pnl. C Bg. day night

Sc. 94 Pnl. A Bg. day night

Dialog:	* LONG BEAT *	(NOT MISSING A BEAT) F SURE WHAT GAME?
Action:		
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



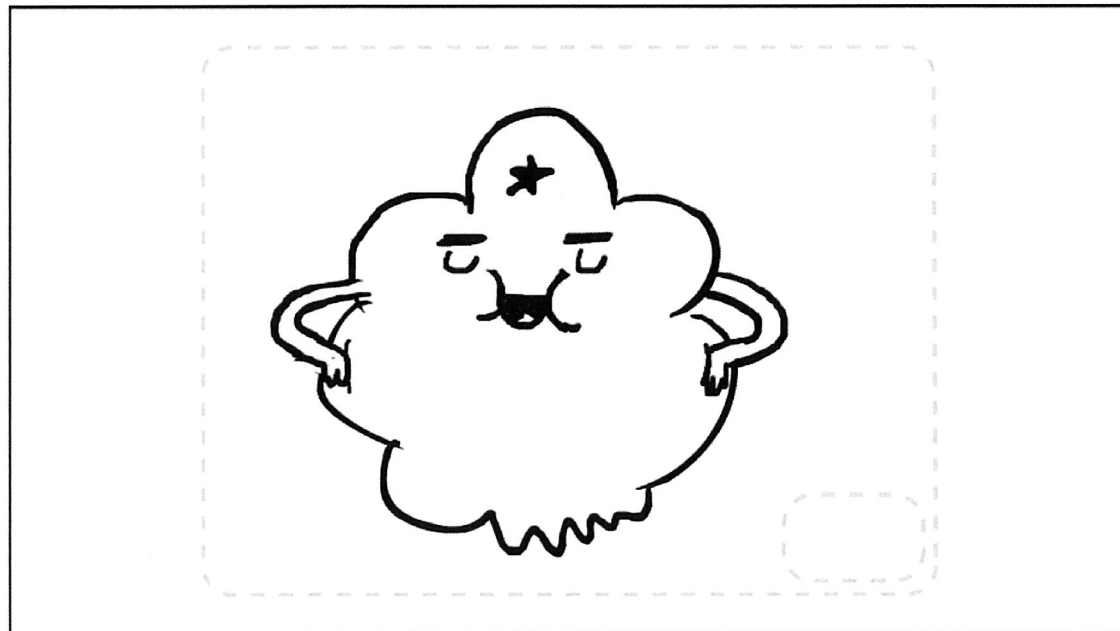
Page 137

Sc. 95

Pnl. A

Bg.

day night

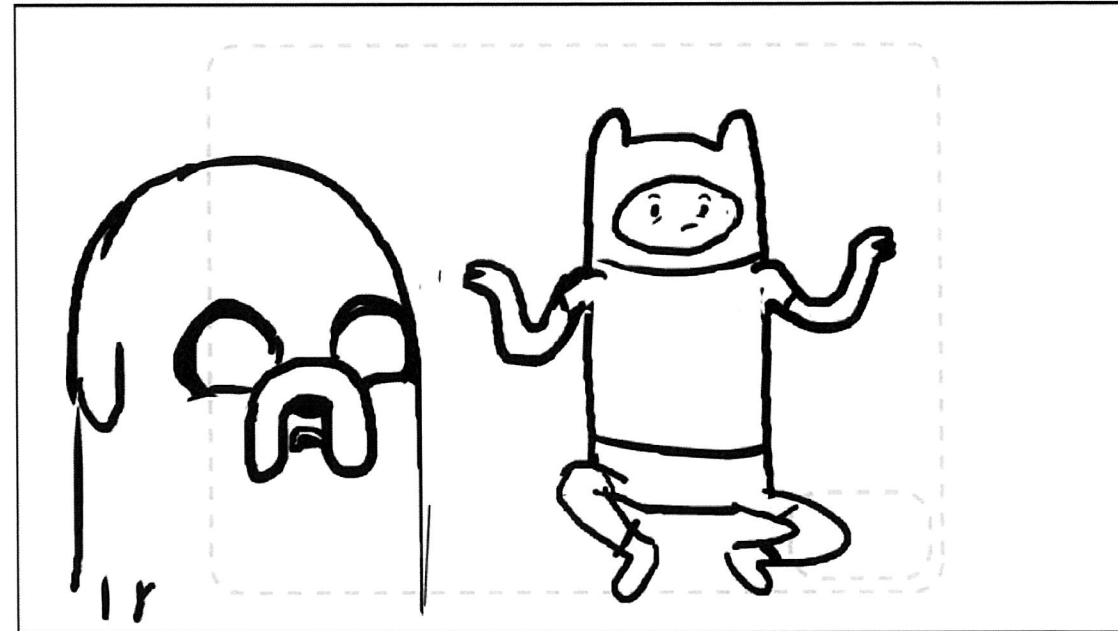


Sc. 96

Pnl. A

Bg.

day night



Dialog:

(IMMEDIATELY) (LSP) SPIN THE BOTTLE.

(J) YEGH!

(F) SORRY LSP, AINT GOT NO BOTTLES!

Action:

Timing:

1034-205

EPISODE #

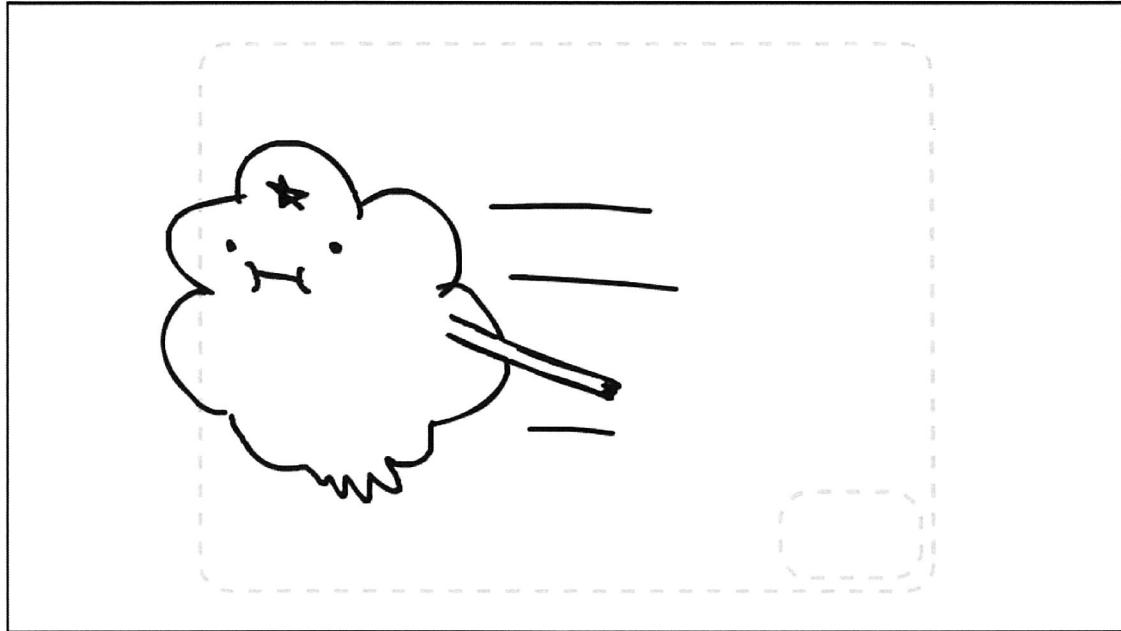
Production :

ADVENTURE TIME



Page 138

Sc. 97 Pnl. A Bg. day night



Sc. 97 Pnl. B Bg. day night



Dialog:

Action:

LSP SWIFTLY FLIES O/S & THEN BACK ON

Timing:

1034-205

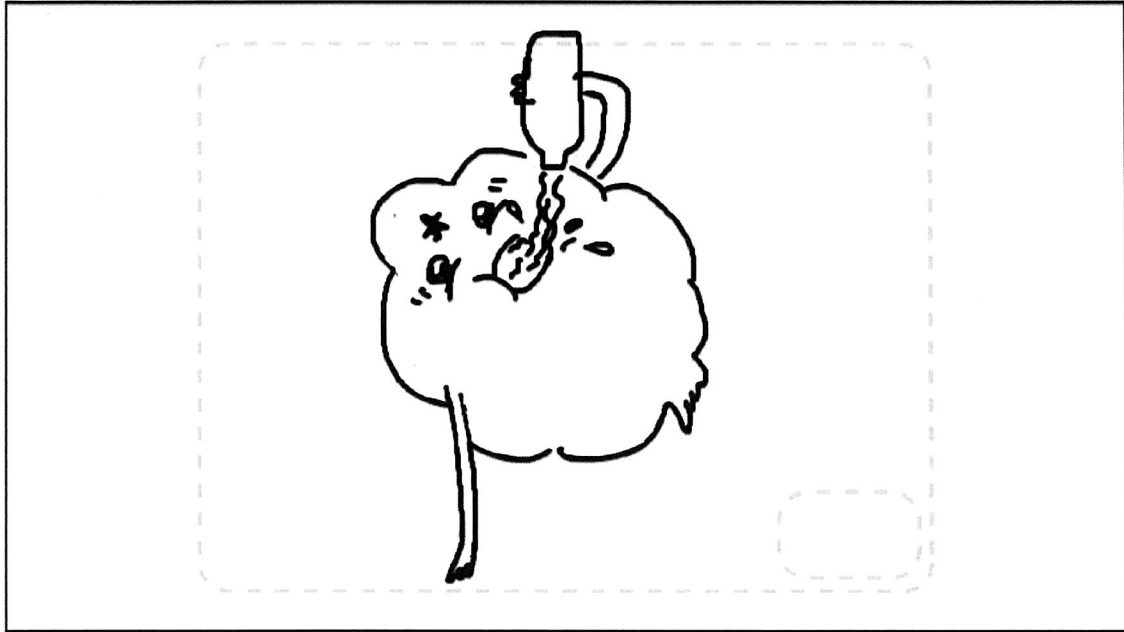
EPISODE #

Production :

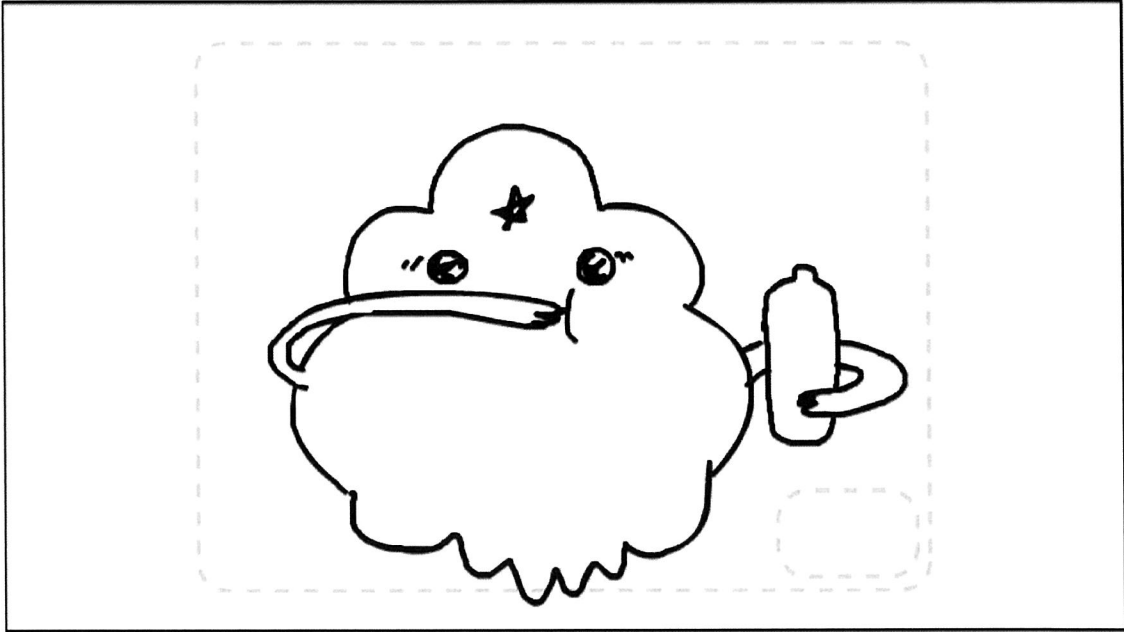
ADVENTURE TIME



Sc. 97 Pnl. C Bg. day night



Sc. 97 Pnl. D Bg. day night



Dialog:
SFX: GLUG GLUG GLUG GLUG
Action:
WIPES MOUTH
Timing:

ADVENTURE TIME



Sc. 97 Pnl. E Bg. day night

Sc. 97 Pnl. F Bg. day night

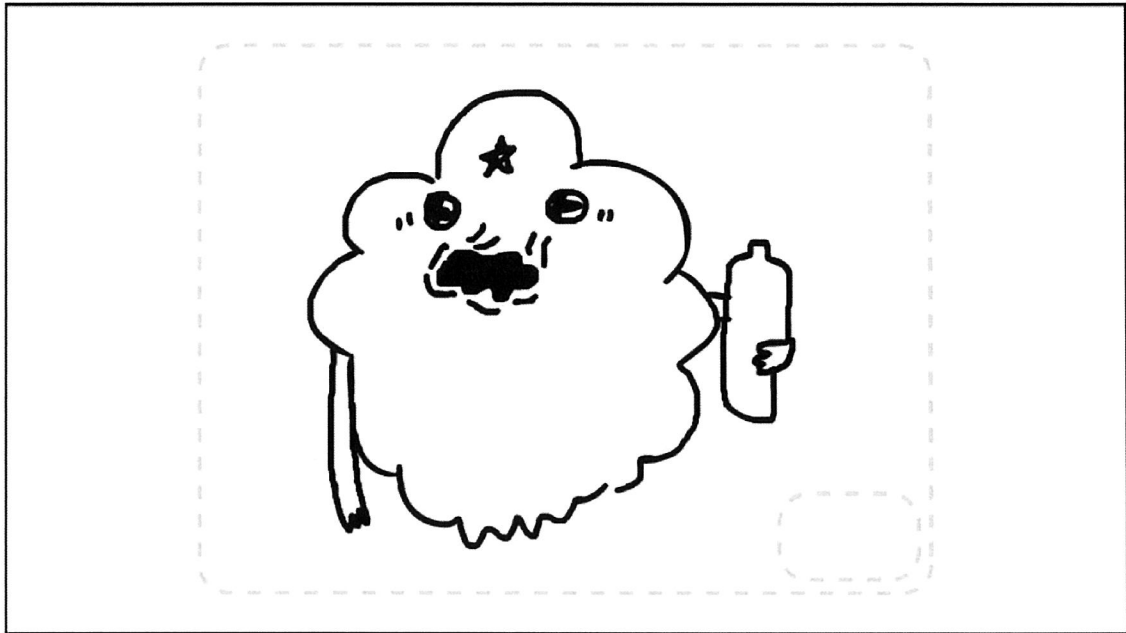
Dialog:	(LSP) YES WE DO. (QUICK) SFX: GURGLY SLOSHY NOISES (INSIDE LSP)
Action:	
Timing:	

EPISODE # 1034-205
Production :

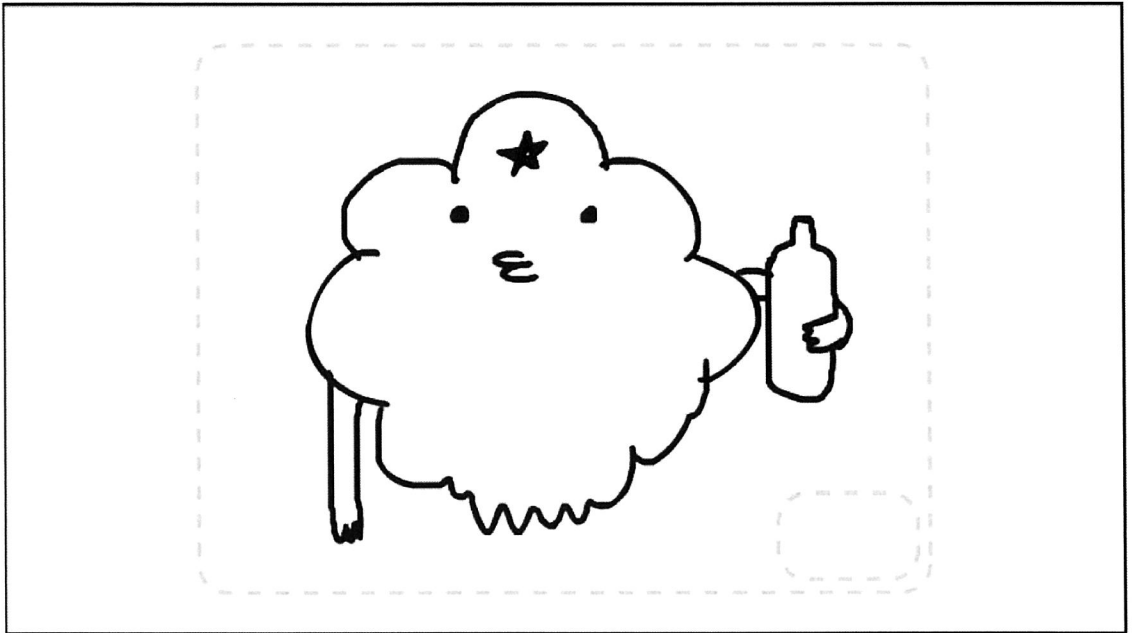
ADVENTURE TIME



Sc. 97 Pnl. 6 Bg. day night

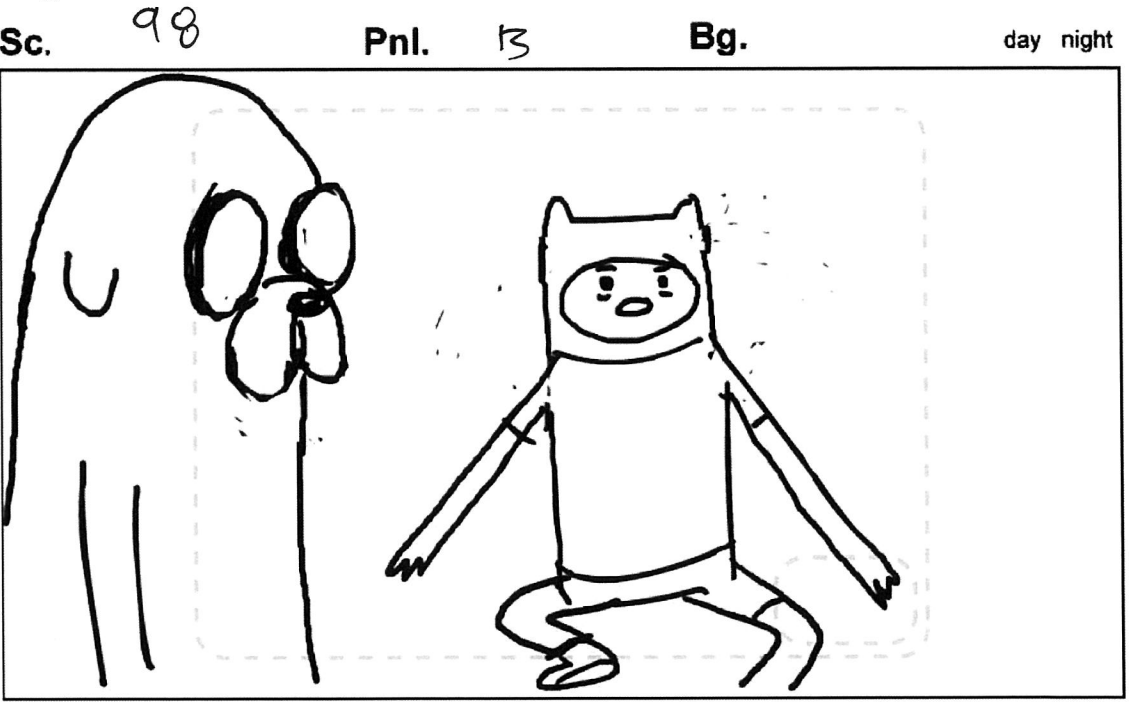
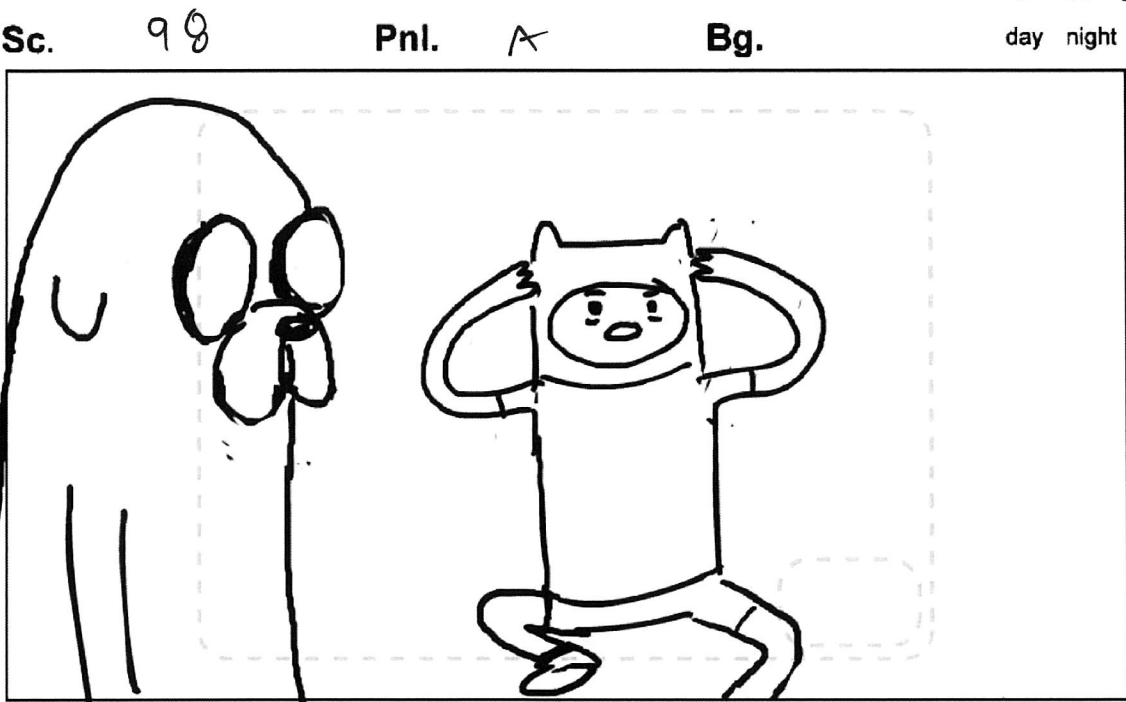


Sc. 97 Pnl. H Bg. day night



Dialog:
SFX: *BURP*
Action:
Timing:

ADVENTURE TIME

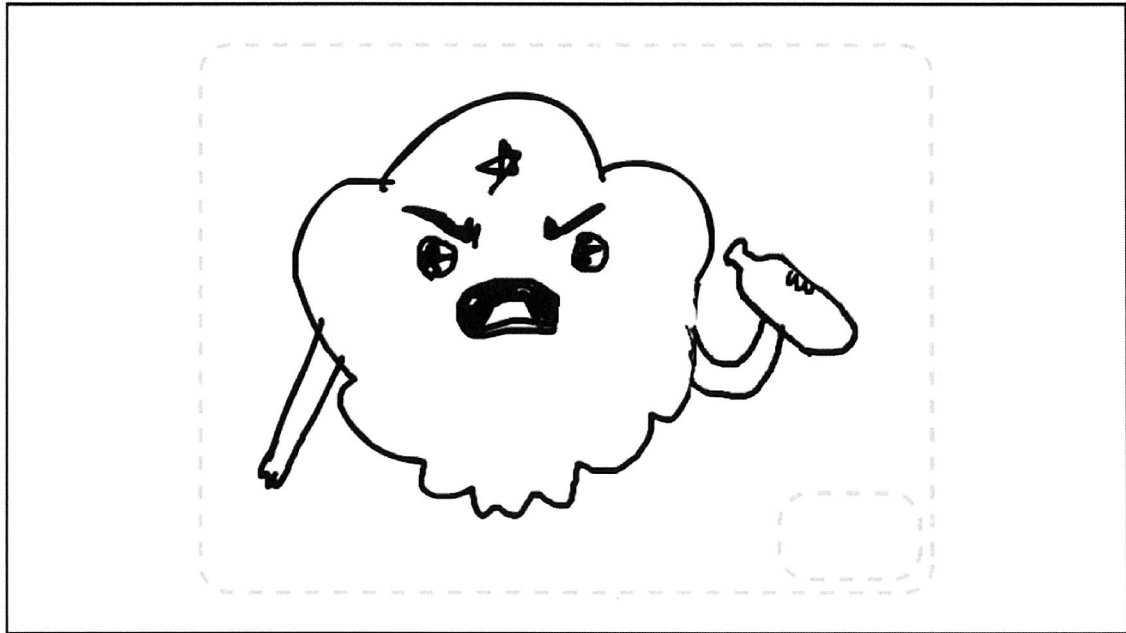


Dialog:	ⓕ YO, WHAT GIVES?!	ⓕ WE GOTTA RATION THAT WATER!
Action:		
Timing:		

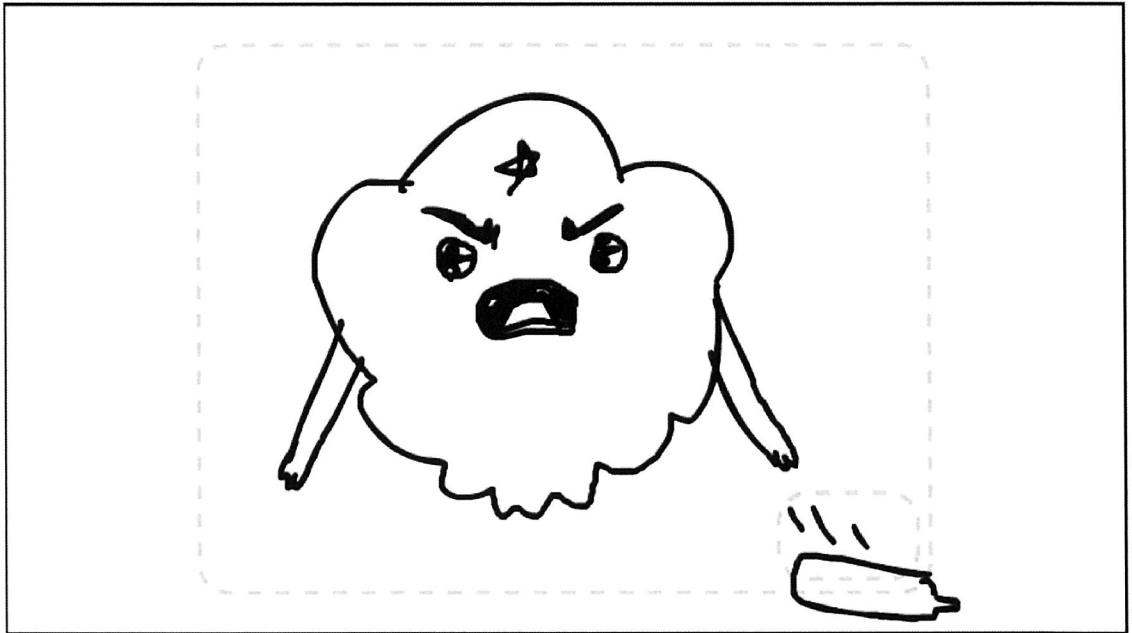
ADVENTURE TIME



Sc. 99 Pnl. A Bg. day night



Sc. 99 Pnl. B Bg. day night



Dialog:	<p>(LSP) (YELLING, QUICKLY) I HAVE NEEDS, FINN!</p>	SFX/BOTTLE SMASH
Action:	SMASHES BOTTLE	
Timing:		

ADVENTURE TIME

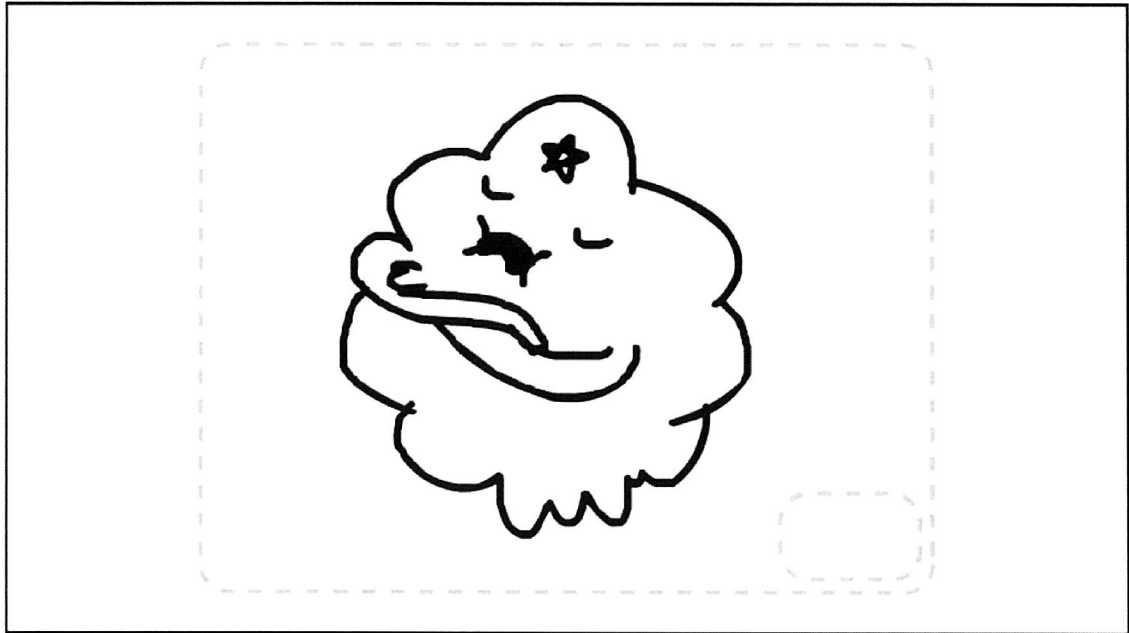


Sc. 99

Pnl. C

Bg.

day night



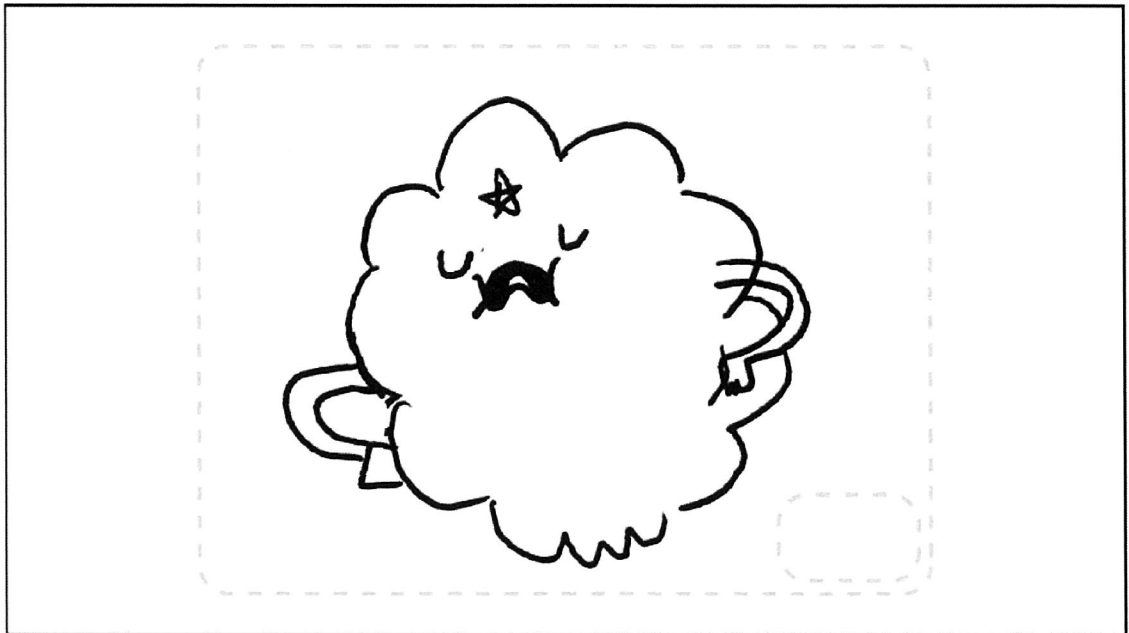
Sc.

99

Pnl. D

Bg.

day night



Dialog:

(LSP) JUST SIT THERE, THEN!

(LSP) I'LL BE TEXTING BRAD UNTIL YOU —

Action:

WHIPS OUT FLIP PHONE

Timing:

1034-205

EPISODE #

Production :

ADVENTURE TIME



Sc. 99 Pnl. E Bg. day night



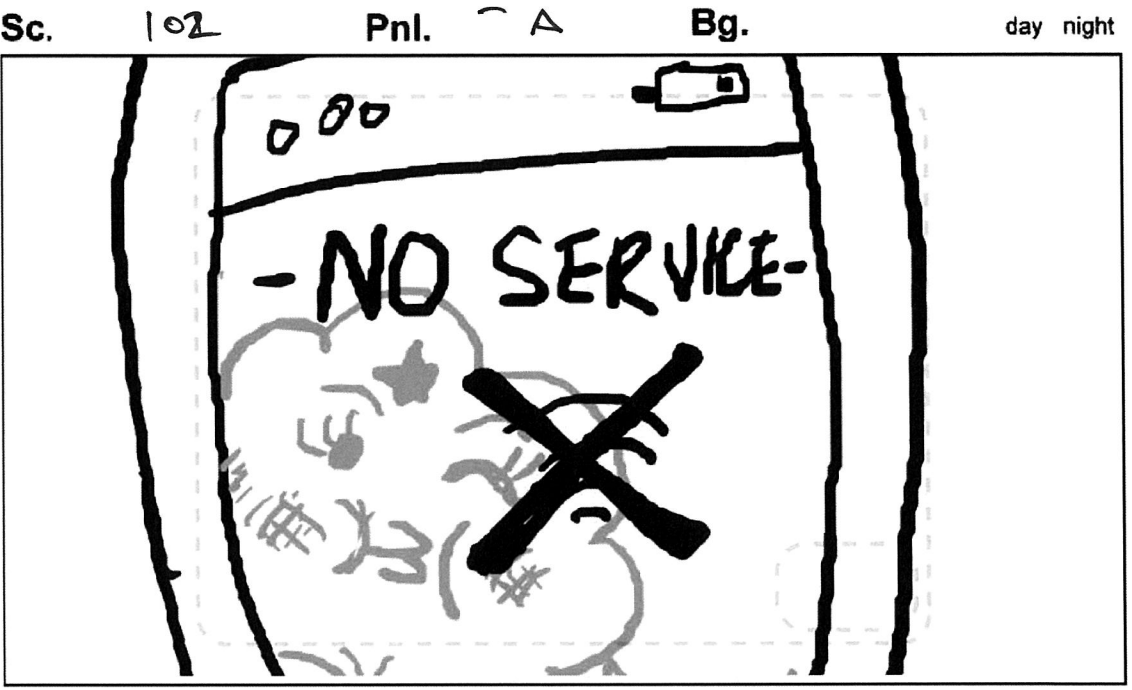
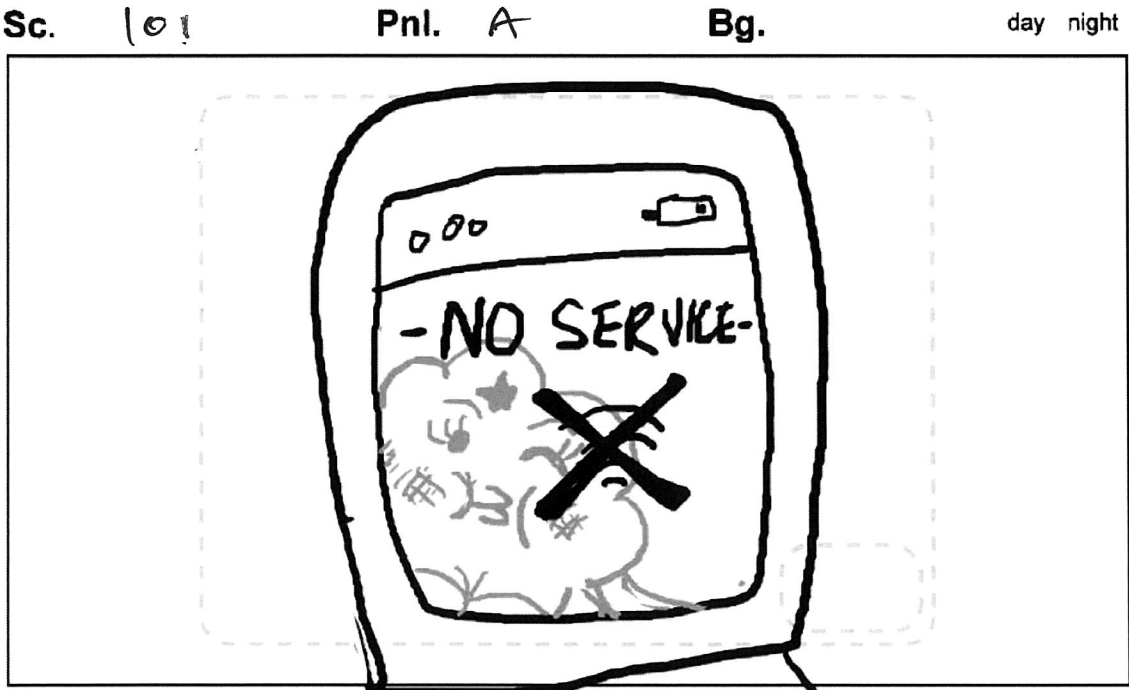
Sc. 100 Pnl. A Bg. day night



Dialog:	(LSP) - CHANGE YOUR M...	SFX - DRUM
Action:	WHIPS OUT FLIP PHONE	
Timing:		

EPISODE # 1034-205
Production :

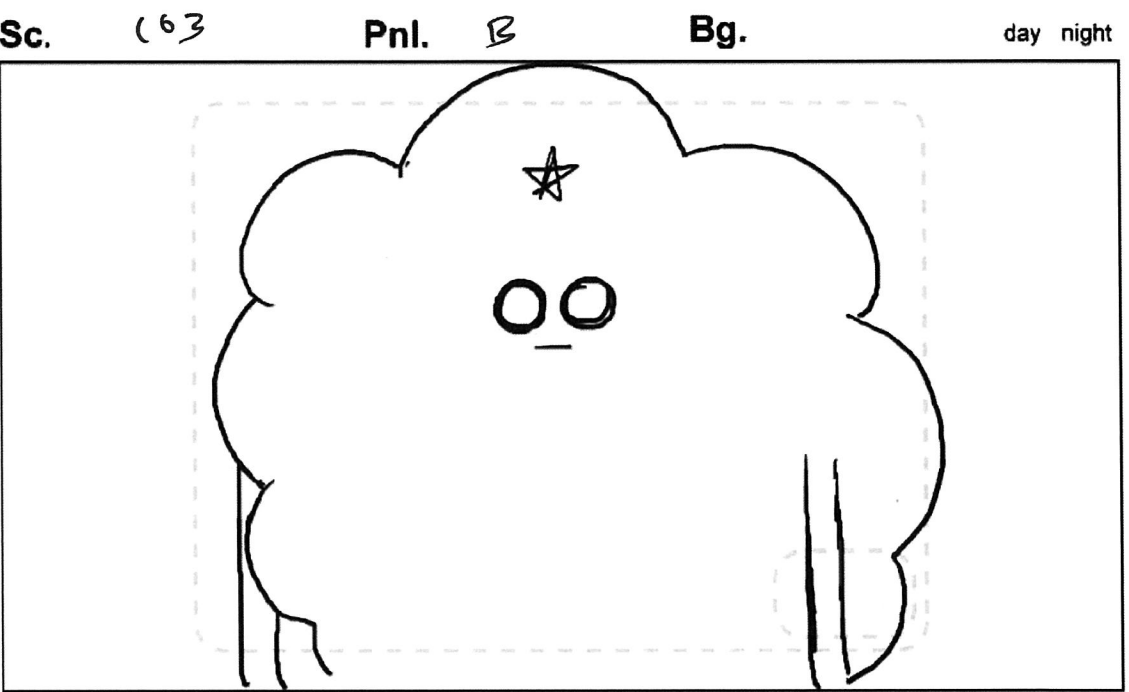
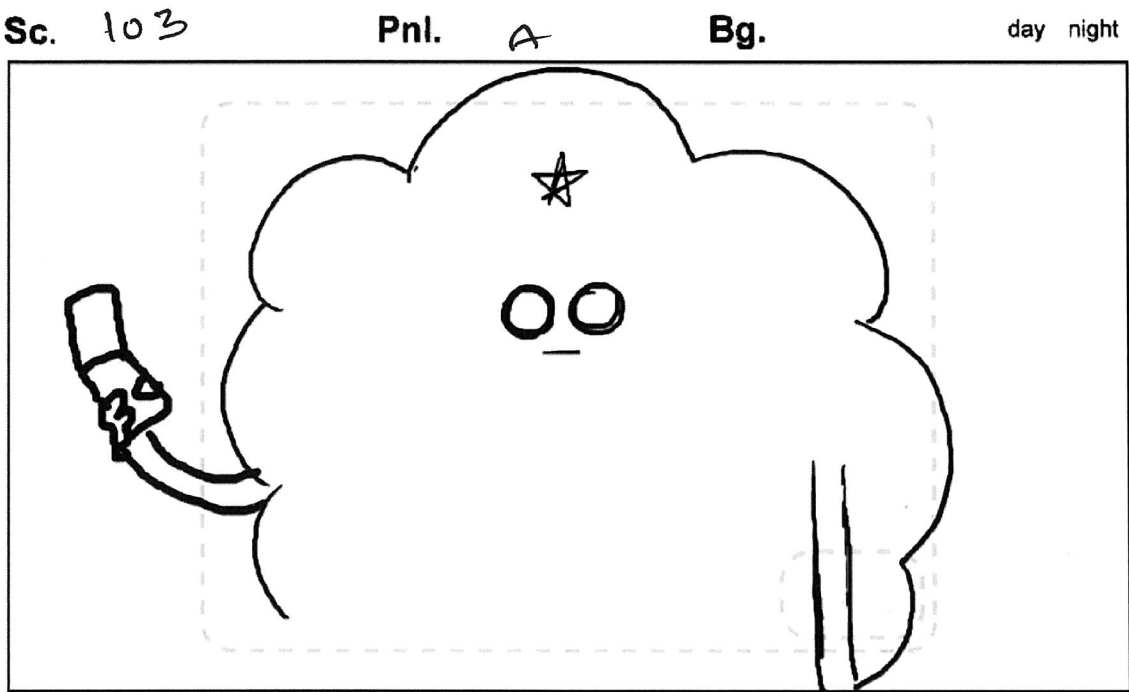
ADVENTURE TIME



Dialog:
SFX: DRUM!
Action:
Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME

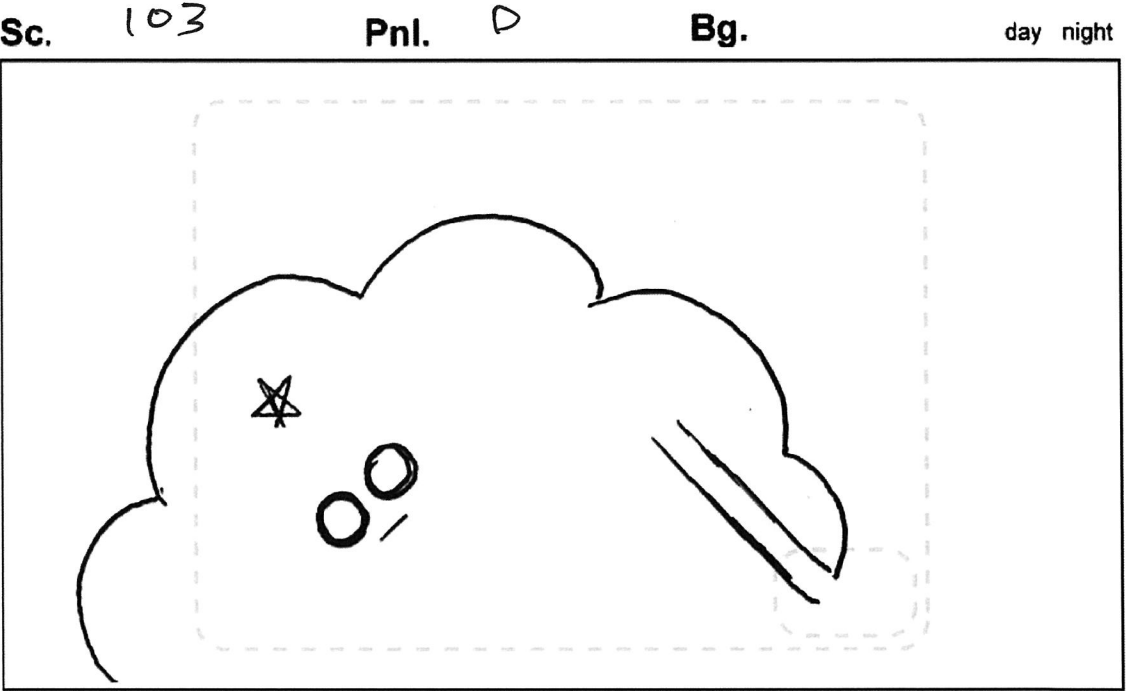
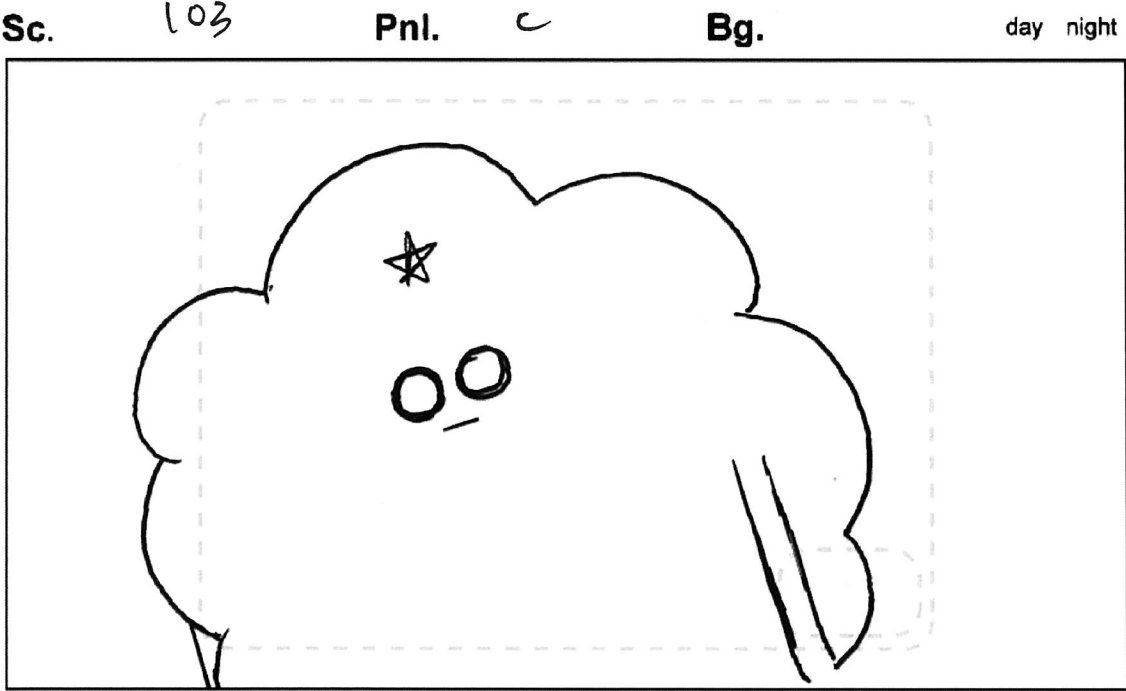


Dialog:	
Action:	* DROPS HAND * PARALYZED *
Timing:	

EPISODE # 1034-205
Production :

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ADVENTURE TIME



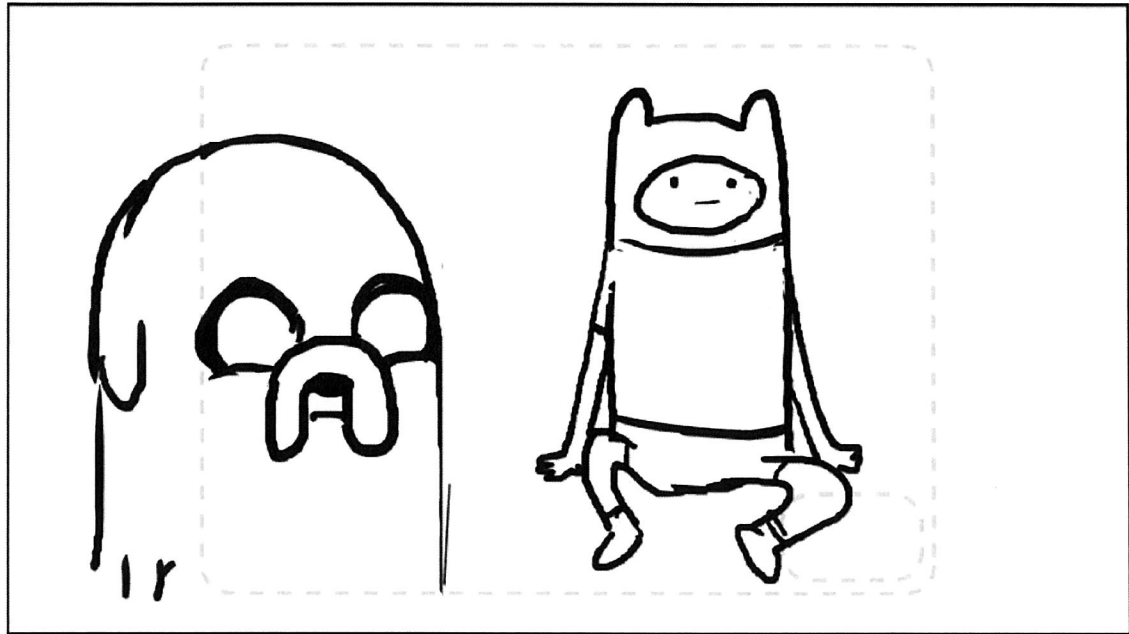
Dialog:
Action: SLOW EASE OUT OF FRAME
Timing:

Production : EPISODE # 1034-205

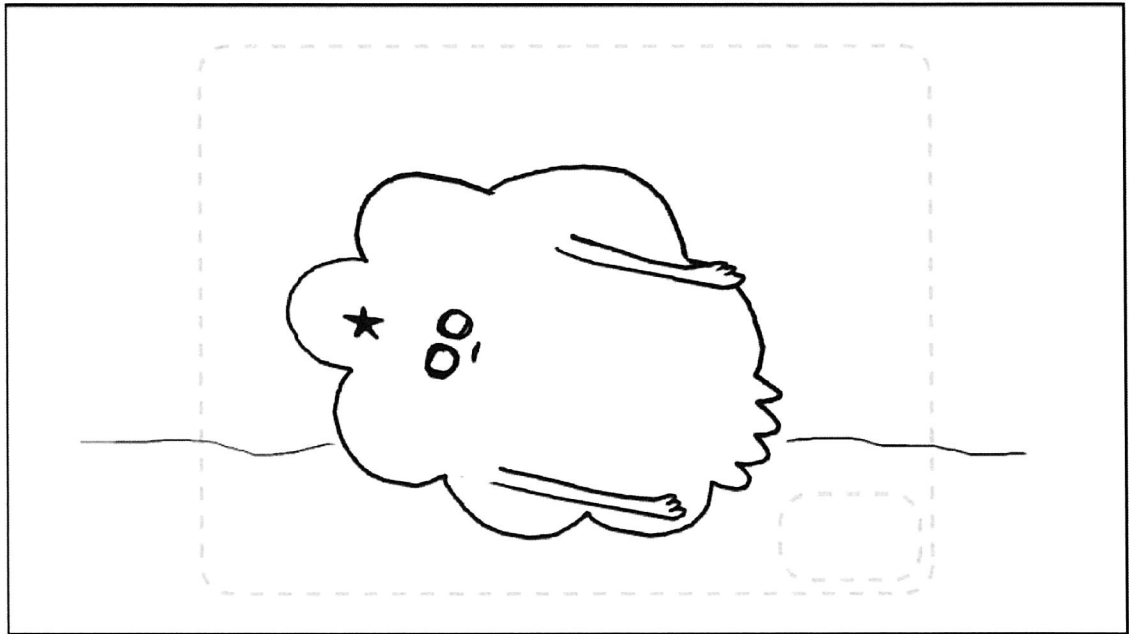
ADVENTURE TIME



Sc. 104 Pnl. A Bg. day night



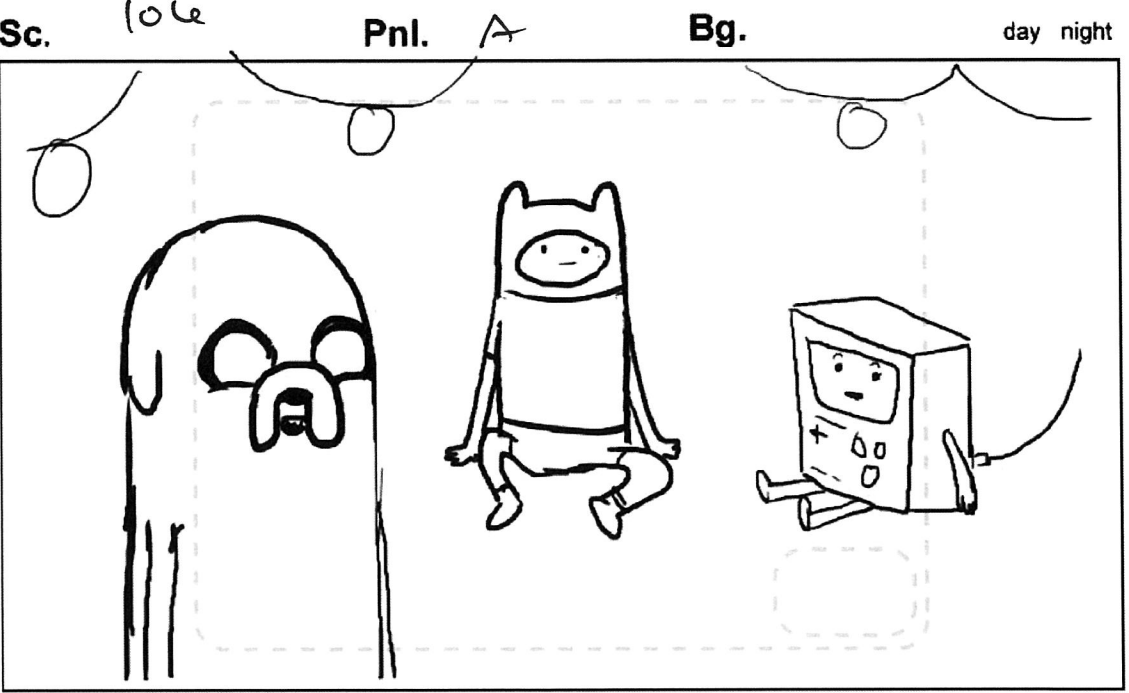
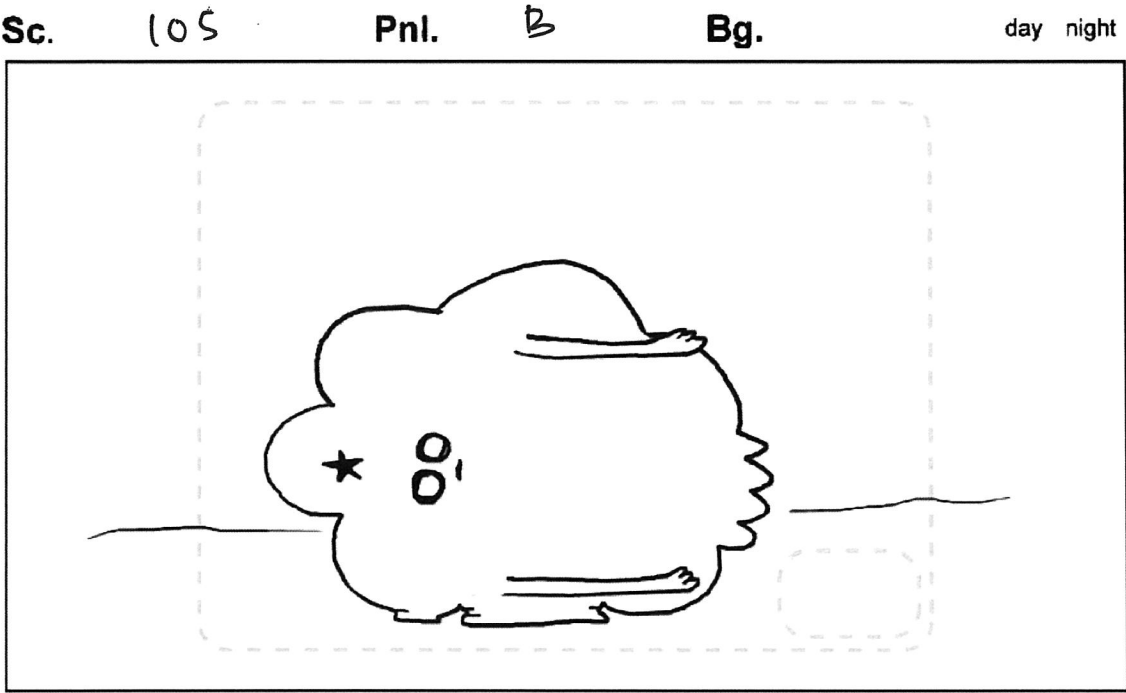
Sc. 105 Pnl. A Bg. day night



Dialog:	
Action: *BEAT* *FINN BLINKS*	SLOWLY/ UNNATURALLY FLOATS TO GROUND
Timing:	

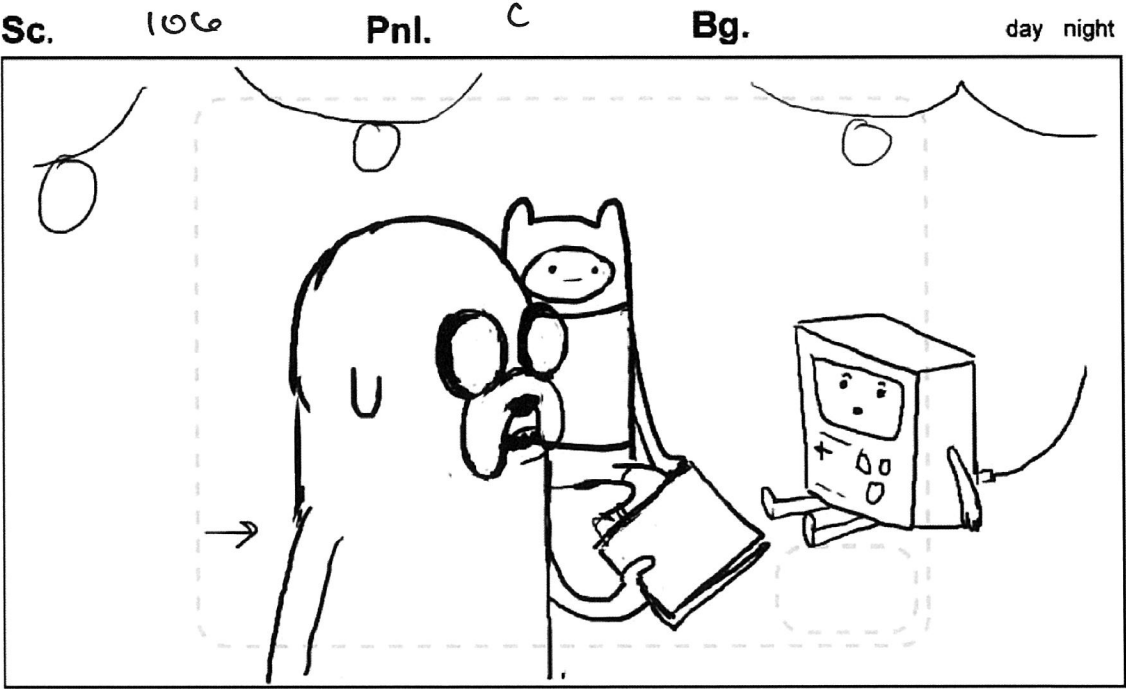
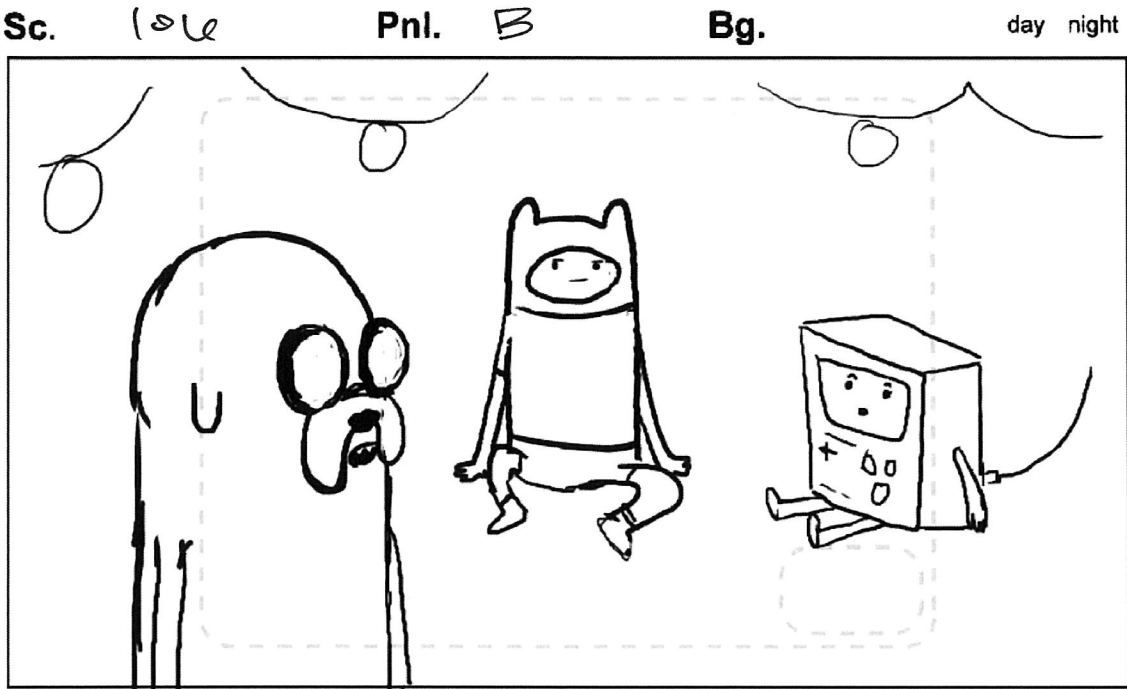
EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:	⑤ AND THAT'S WHY YOU SHOULD NEVER RELY ON TECHNOLOGY -
Action:	LANDS ON GROUND LIKE WEIRD FEATHER/BALLOON
Timing:	

ADVENTURE TIME



Dialog:

① - NO OFFENSE, BMD...

① I'LL BE IN THE CORNER WITH MY TRUSTY PENCIL + PAPER...

Action:

JAKE WALKS O/S R

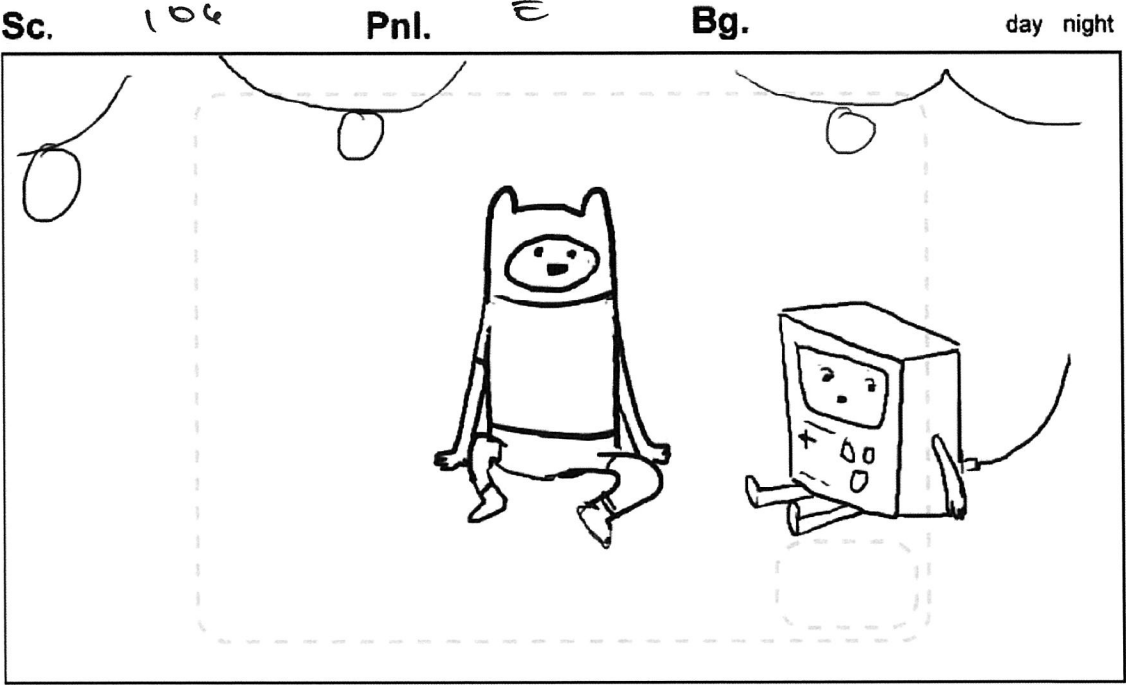
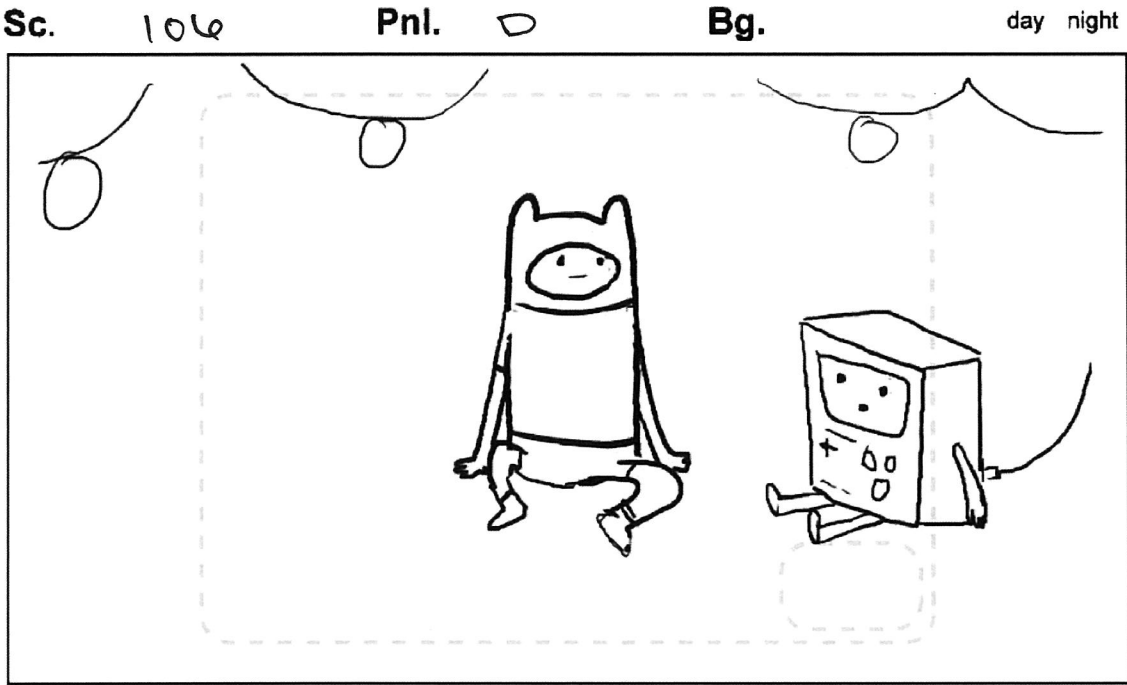
Timing:

1034-205

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(BMO) IS SHE OK?	(F) YEAH, I THINK SHE'S ALREADY—
Action:		
Timing:		

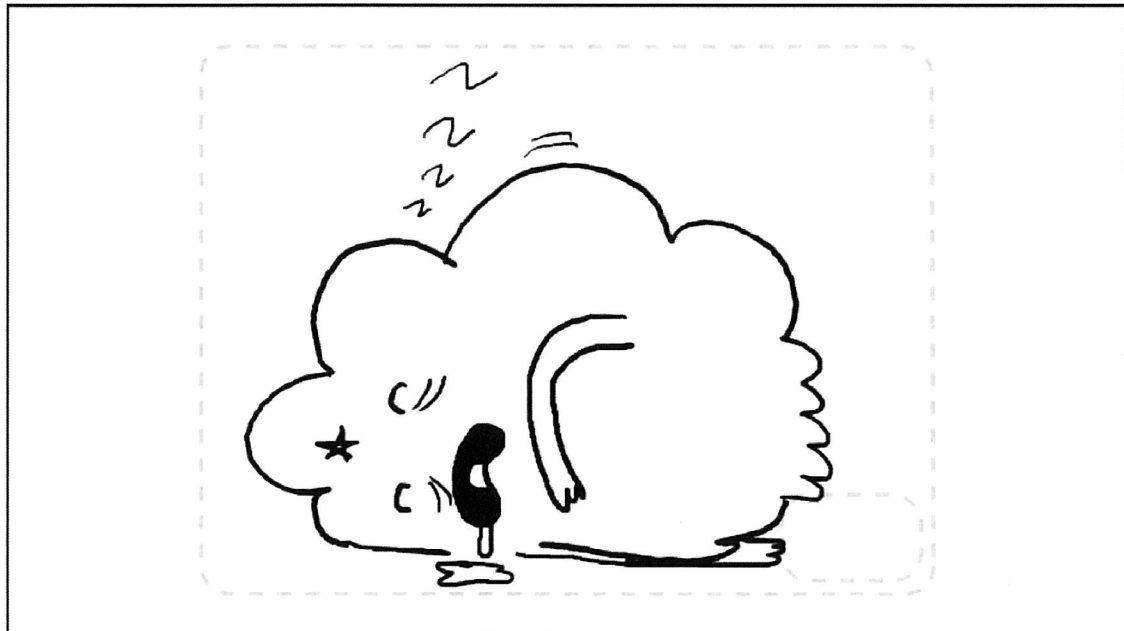
EPISODE # 1034-205
Production :

ADVENTURE TIME

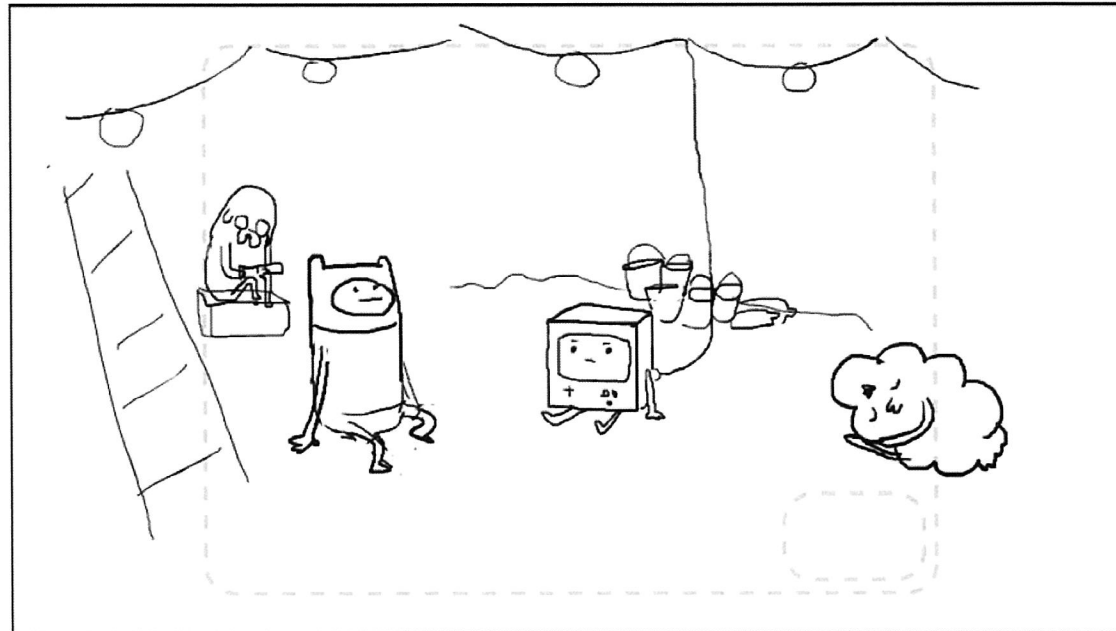


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Sc. 107 Pnl. A Bg. day night



Sc. 108 Pnl. A Bg. day night



Dialog: FINN - ASLEEP.

LOUD
SFX: SLEEP BREATHING / SNORING

Action: *DISSOLVE
TRANSITION*

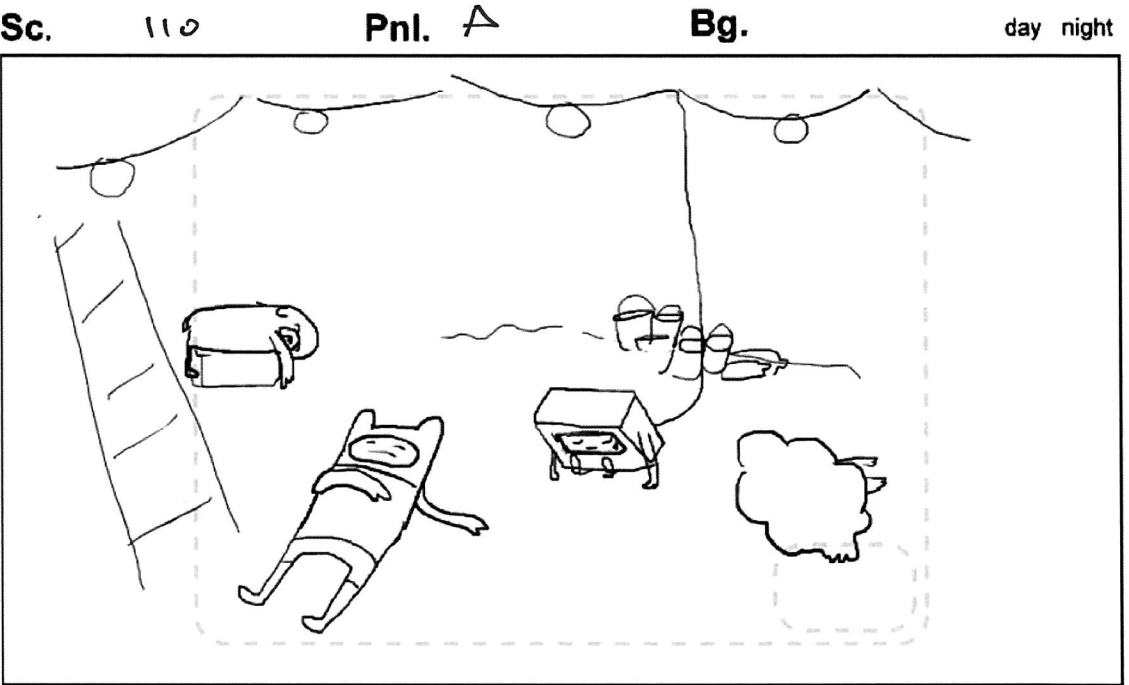
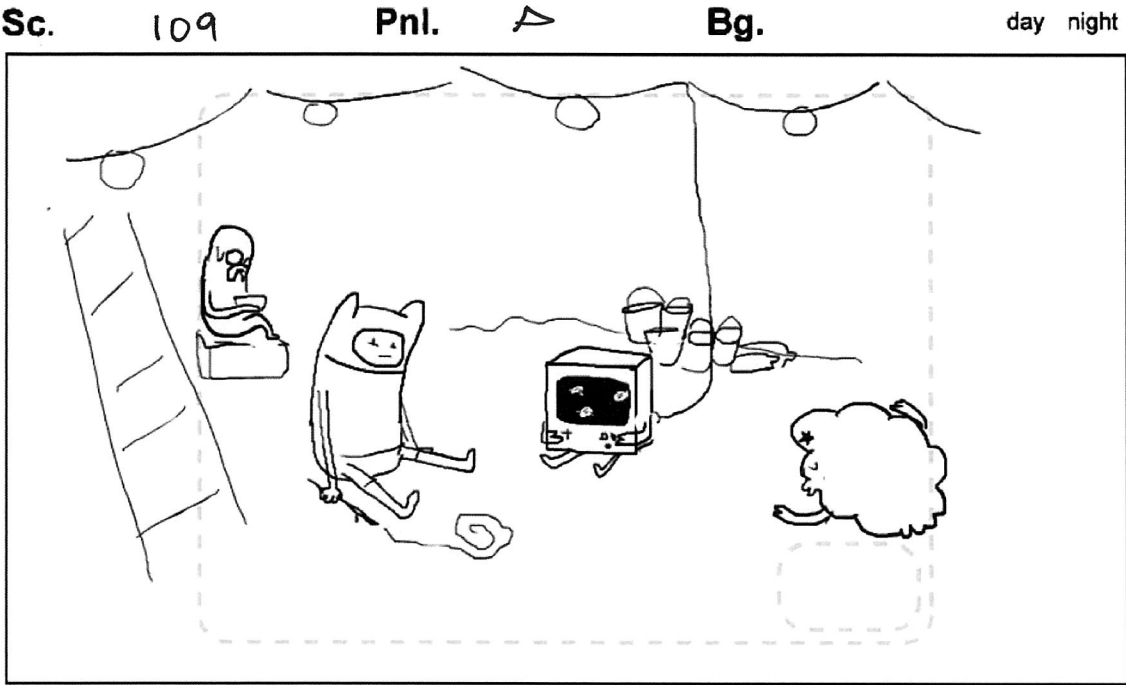
Timing:

1034-205

EPISODE #

Production :

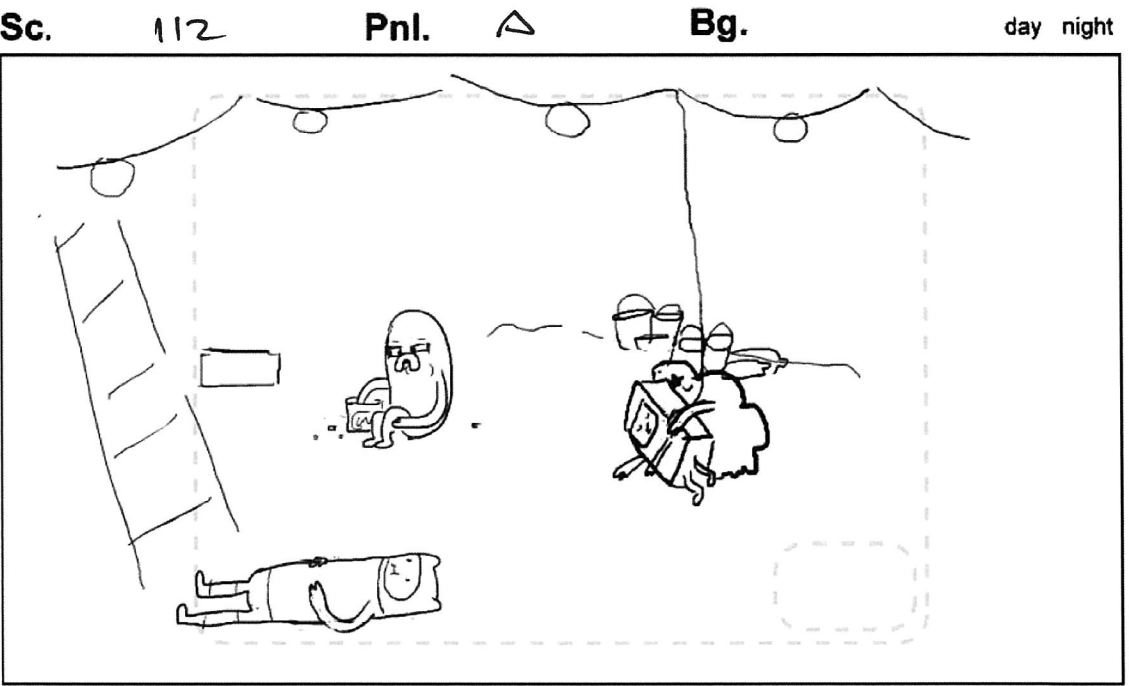
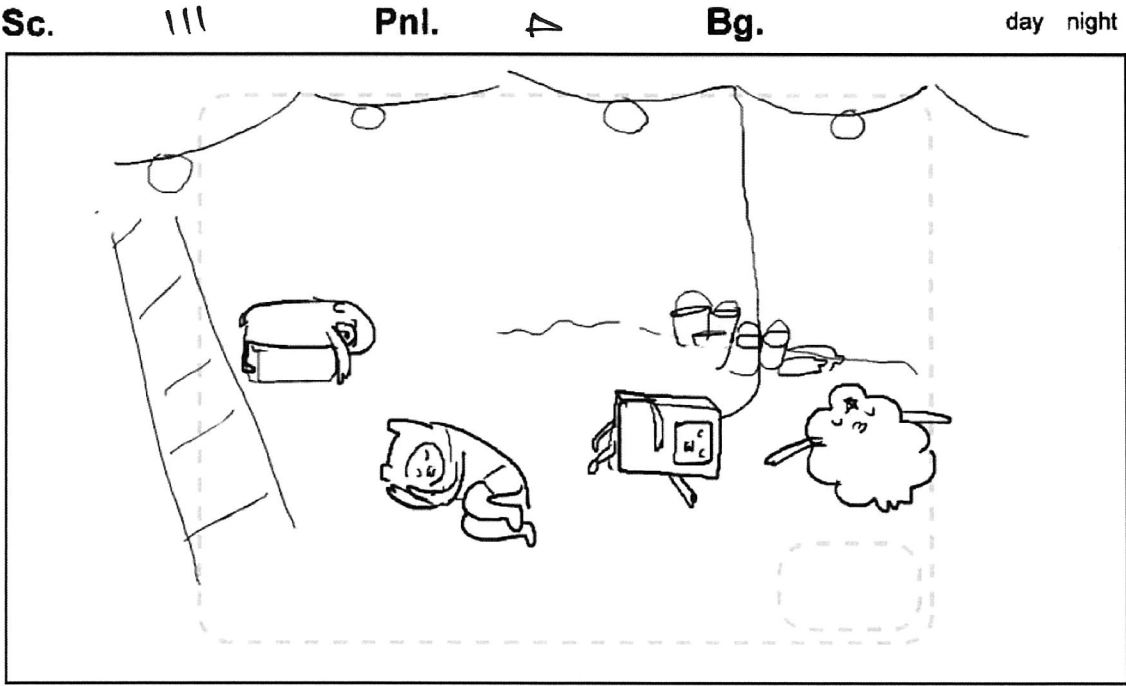
ADVENTURE TIME



Dialog:	
Action:	(BMO - FLYING TOASTERS SCREENSAVER) * ALL ASLEEP *
Timing:	

EPISODE # 1034-205
Production :

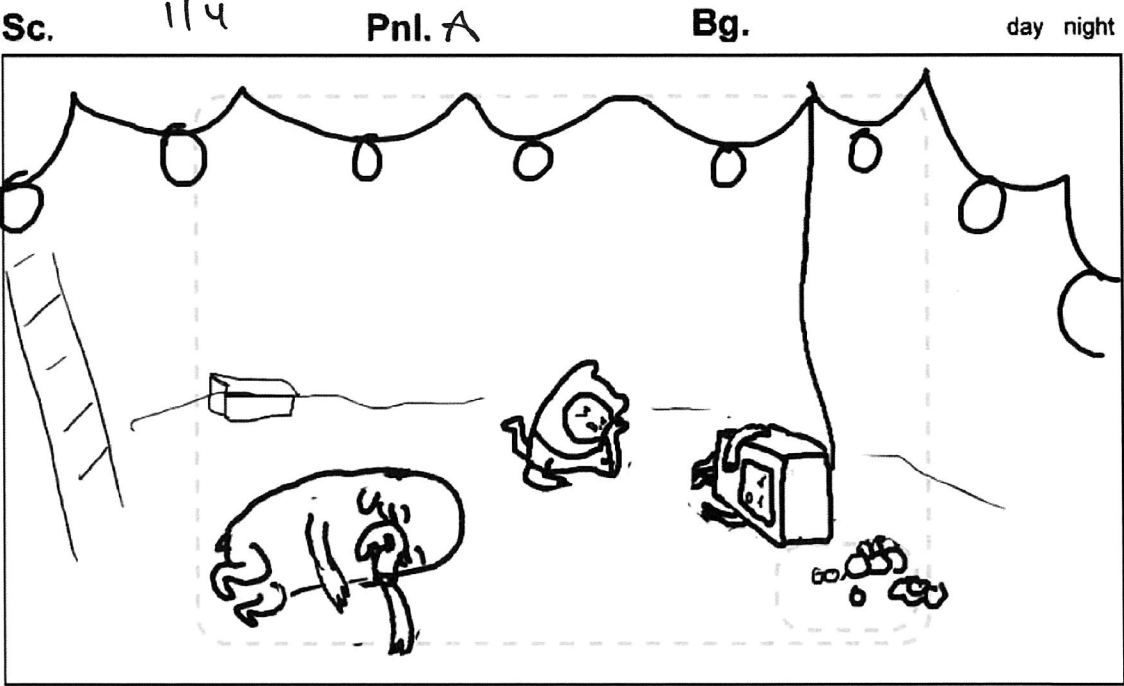
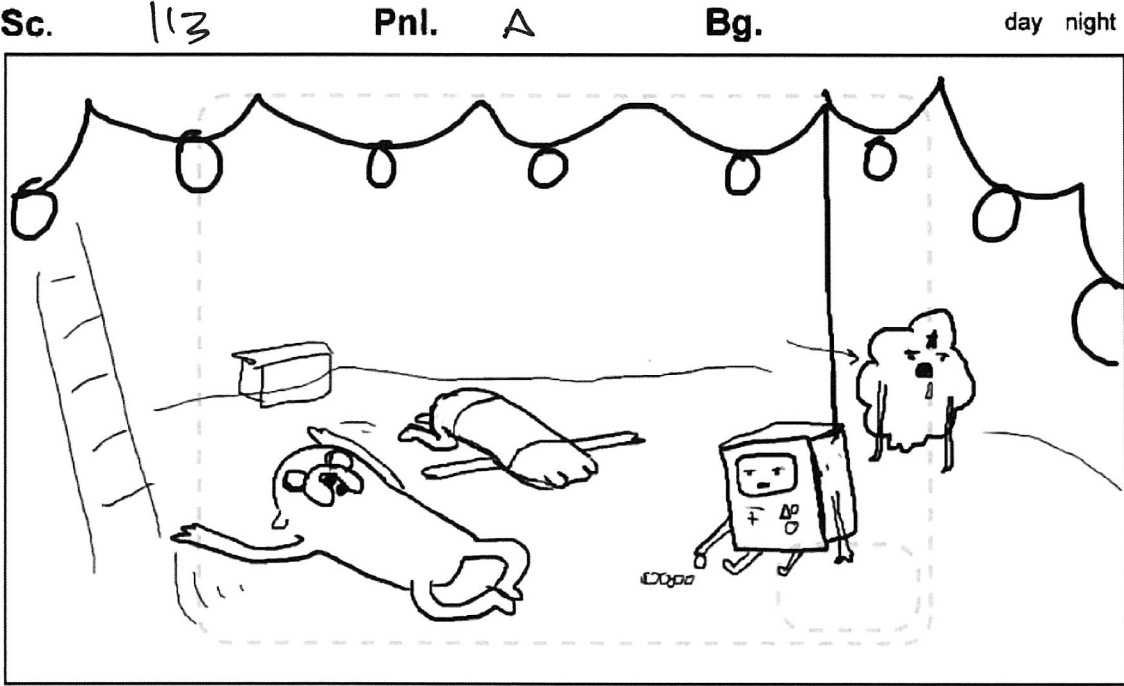
ADVENTURE TIME



Dialog:	
Action:	JAKE MUNCHING ON CHIPS
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



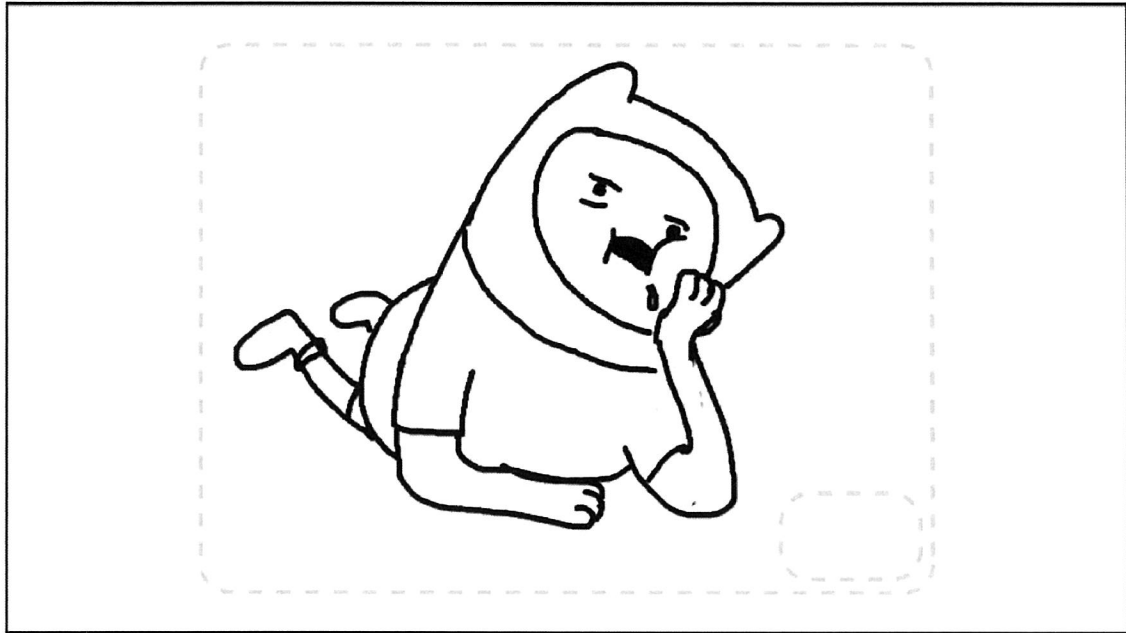
Dialog:	
Action:	LSP GOES O/S J MAKING "DIRT" ANGELS BMO LINING UP ROCKS
Timing:	

EPISODE # 1034-205
Production :

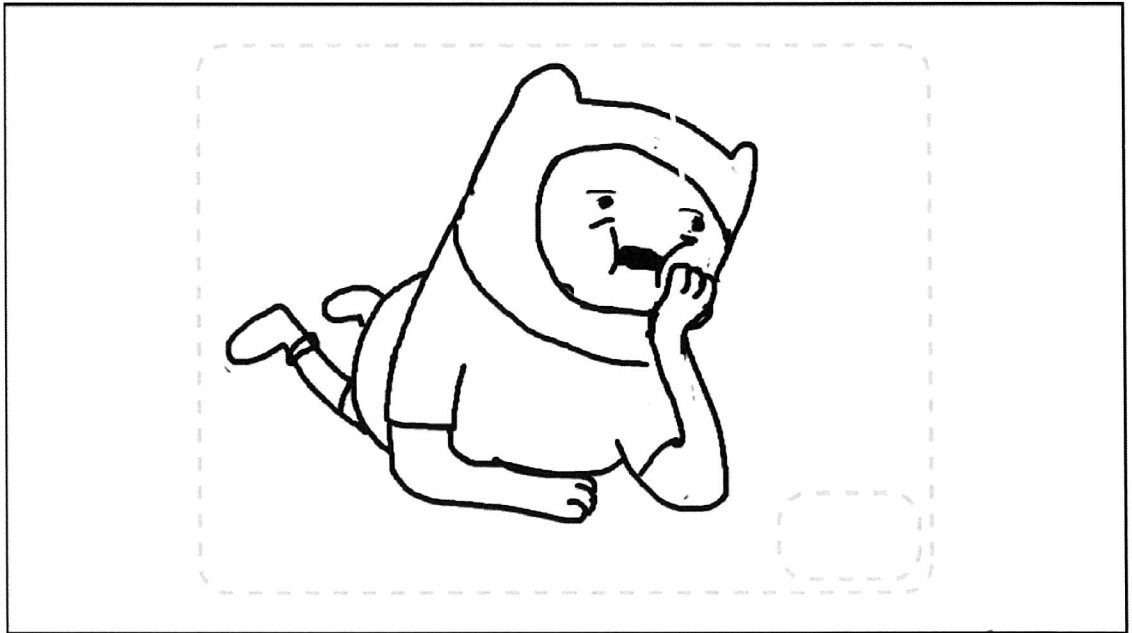
ADVENTURE TIME



Sc. 115 Pnl. A Bg. day night



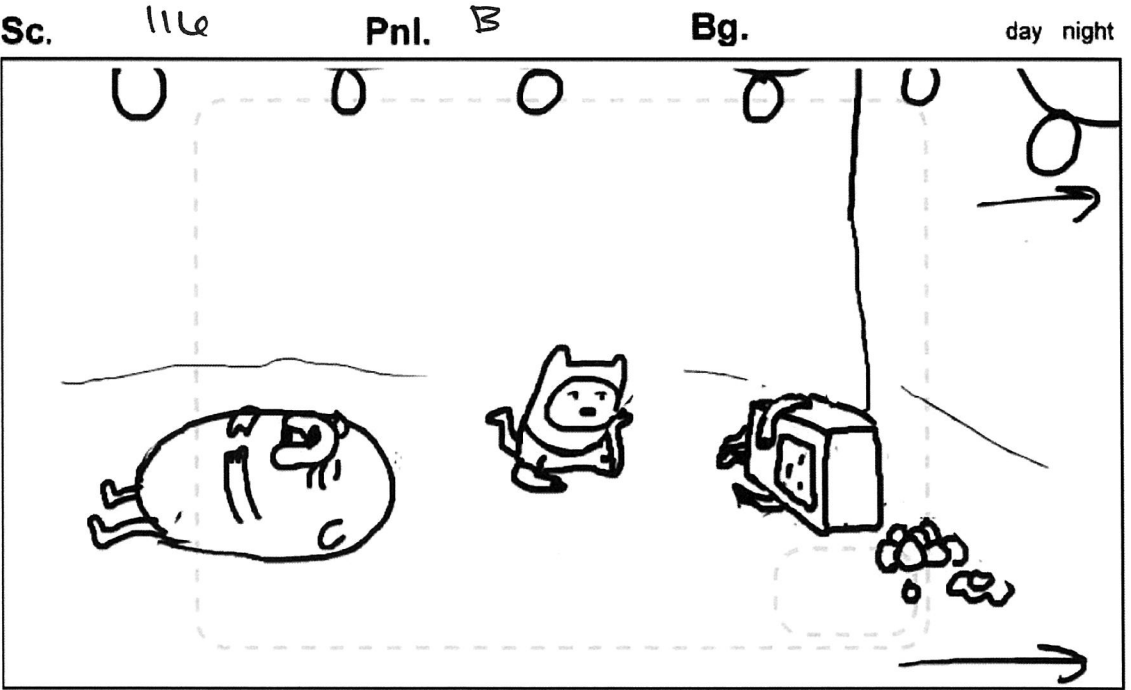
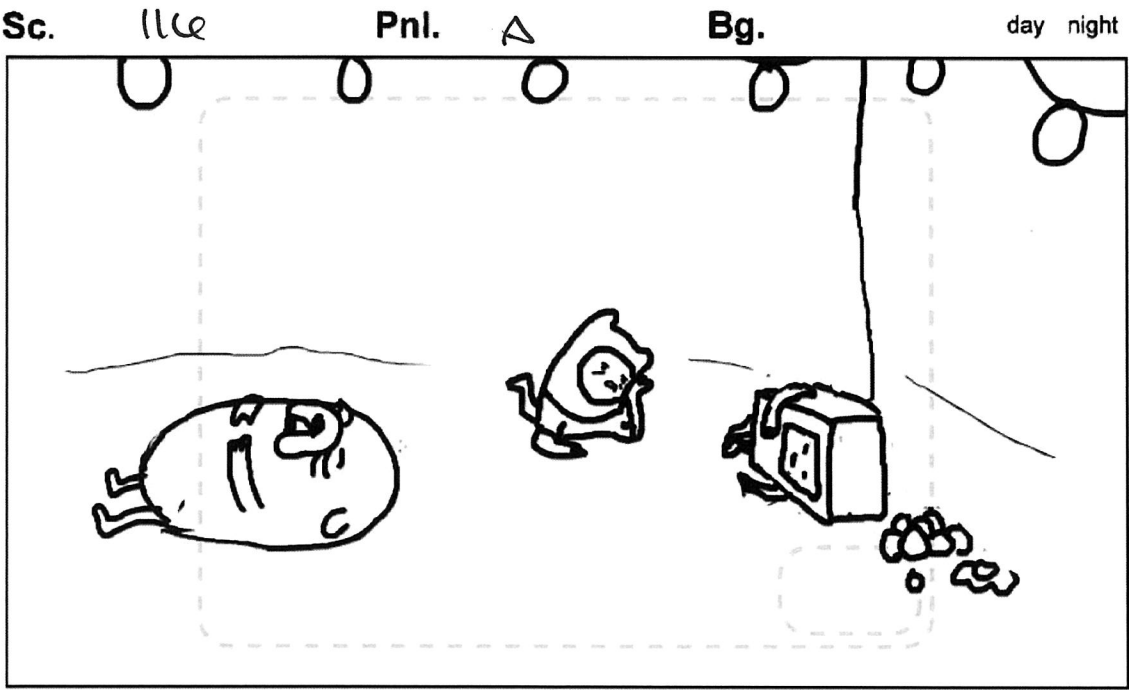
Sc. 115 Pnl. B Bg. day night



Dialog:	(F) (V. SLEEPY) H...HEY -	(F) YOU GUYS HUNGRY?
Action:	FINN'S DROOLING SLIGHTLY	
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME

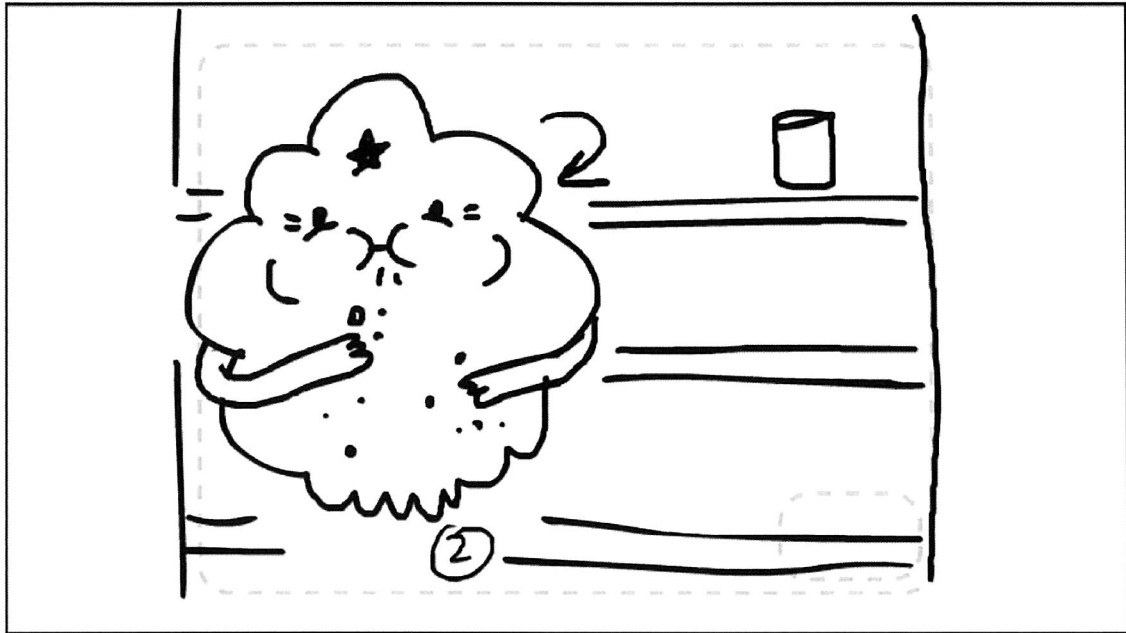


Dialog:	<p>JAKE (QUICKLY) mmhmm BMO HANGRY</p>	<p>FINN YO LSP, THOW ME SOME CHIPS</p>
Action:		<p>CAM DOES QUICK SWIPE R OVER TO LSP</p>
Timing:		

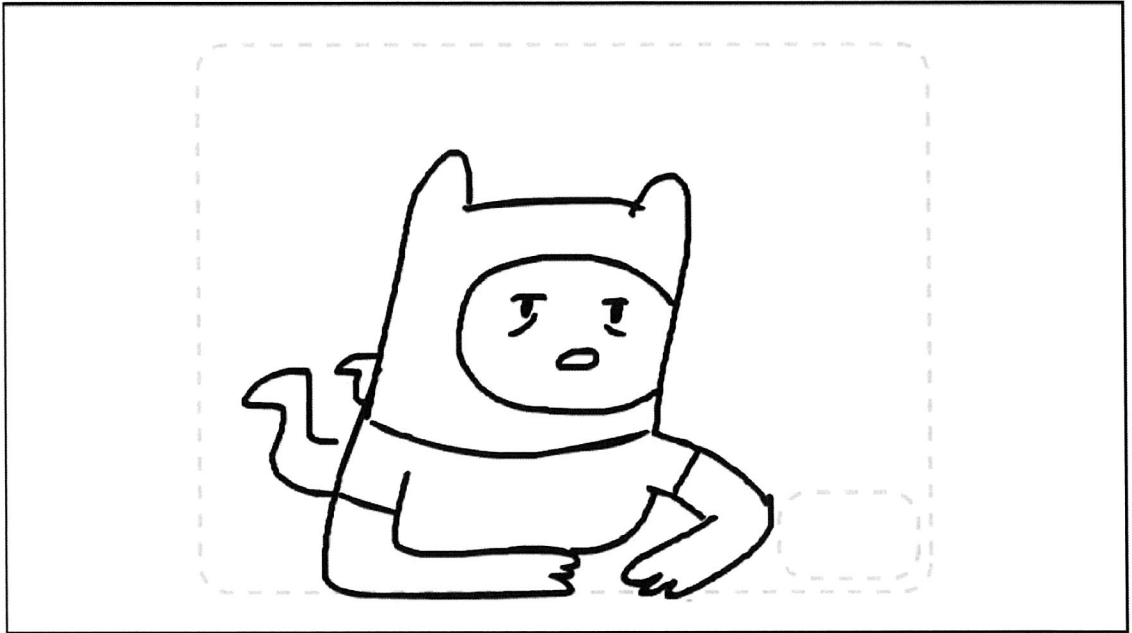
ADVENTURE TIME



Sc. 117 Pnl. A Bg. day night



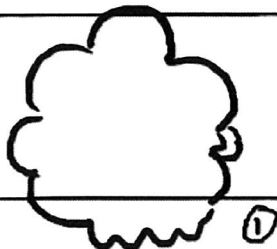
Sc. 118 Pnl. A Bg. day night



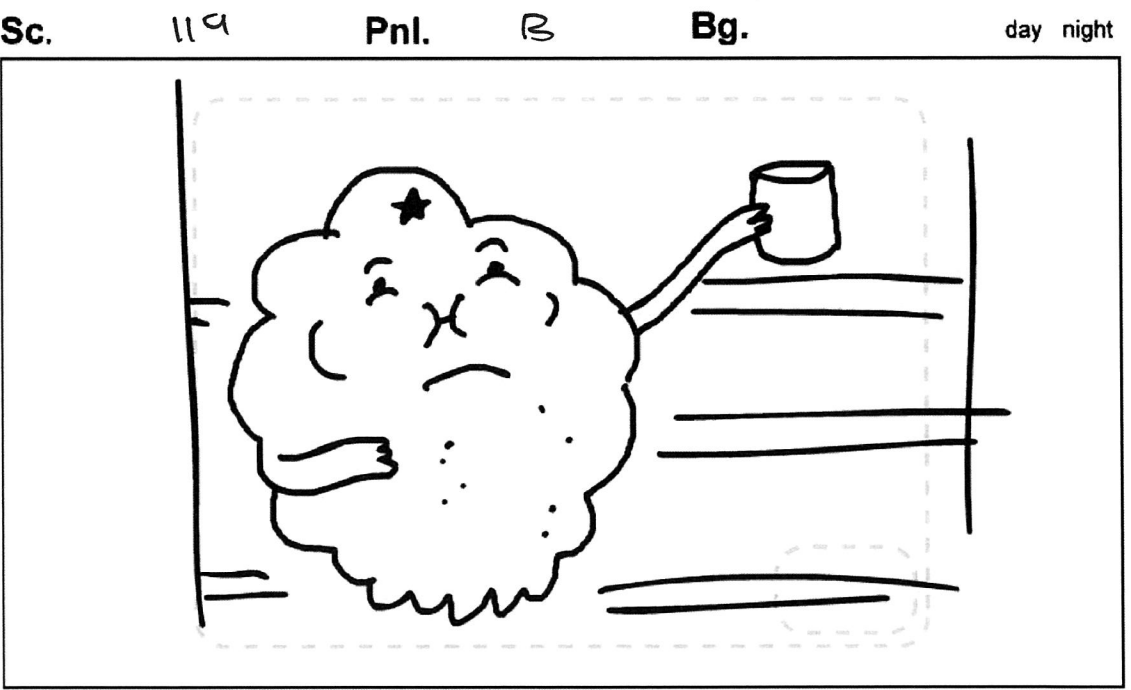
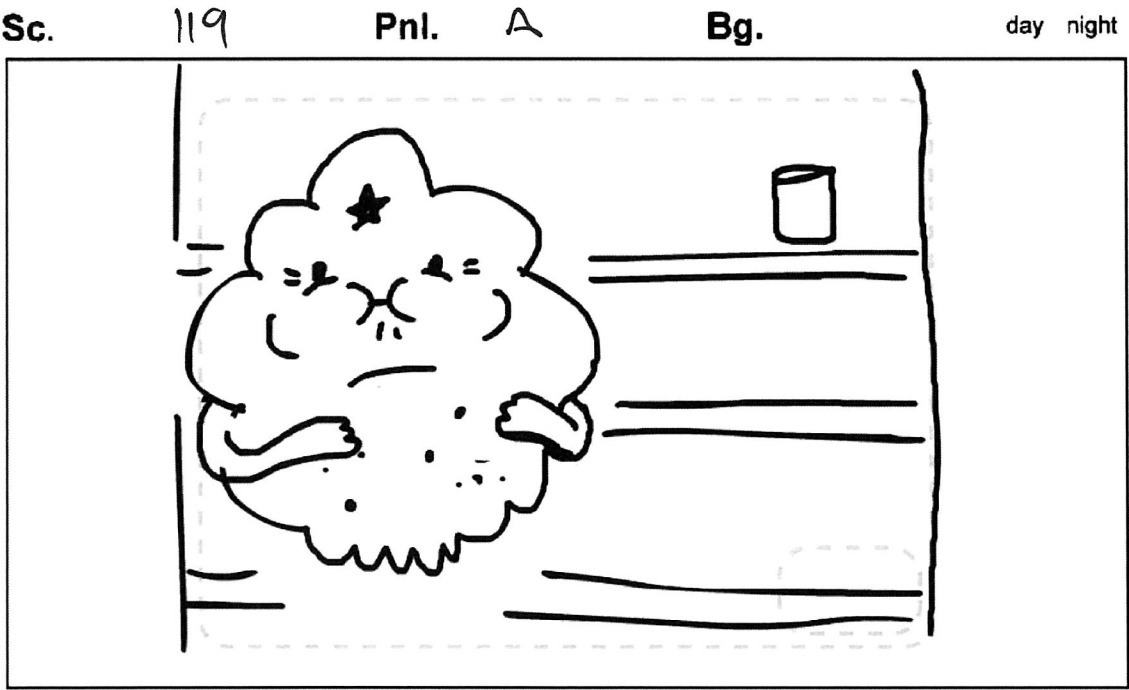
Dialog: (LSP) (w/ MOUTH FULL) NO MORE CHIPS. (F) HOW BOUT SOME O' DEM BEAN-BEANS

Action: LSP FLIPS AROUND) * STILL CHEWING *
TO DELIVER LINE *DUSTING CRUMBS OFF CHEST*

Timing: LSP
EXTRA BLOATED



ADVENTURE TIME

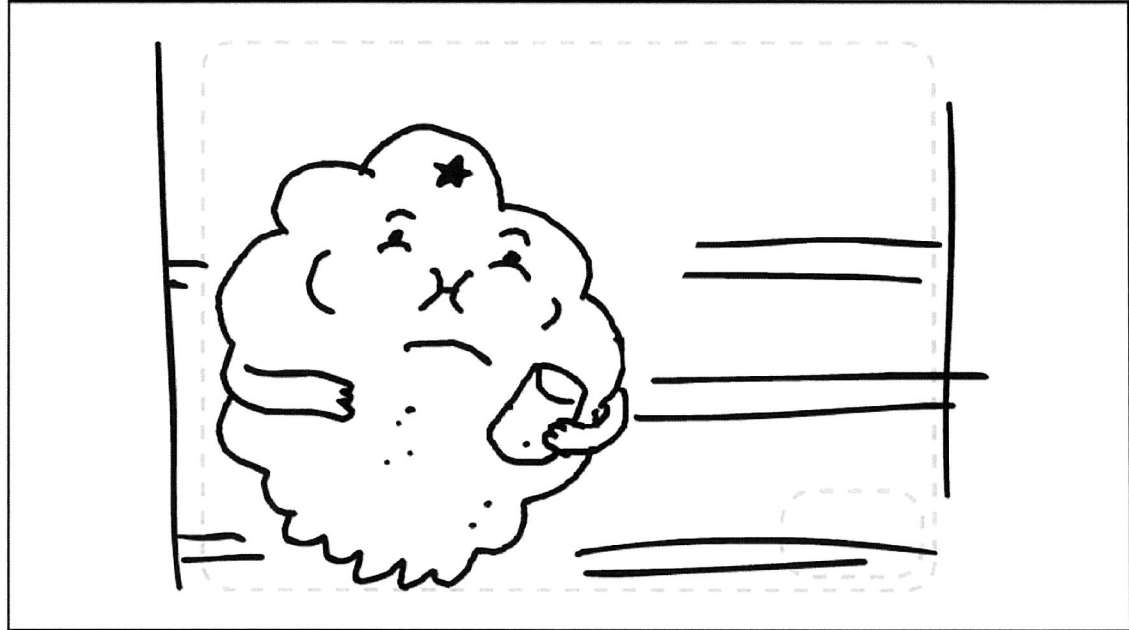


Dialog:	(LSP) NOPE. NO MORE.	(LSP) LOOKS LIKE WE GOT A -
Action:		
Timing:		

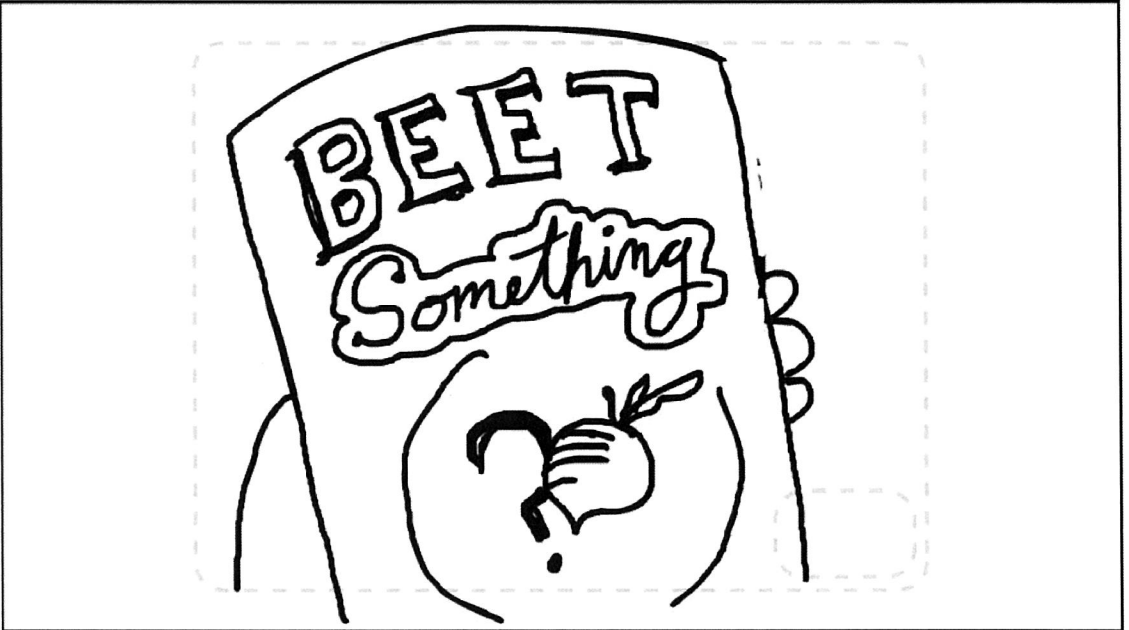
ADVENTURE TIME



Sc. 119 Pnl. C Bg. day night



Sc. 120 Pnl. A Bg. day night

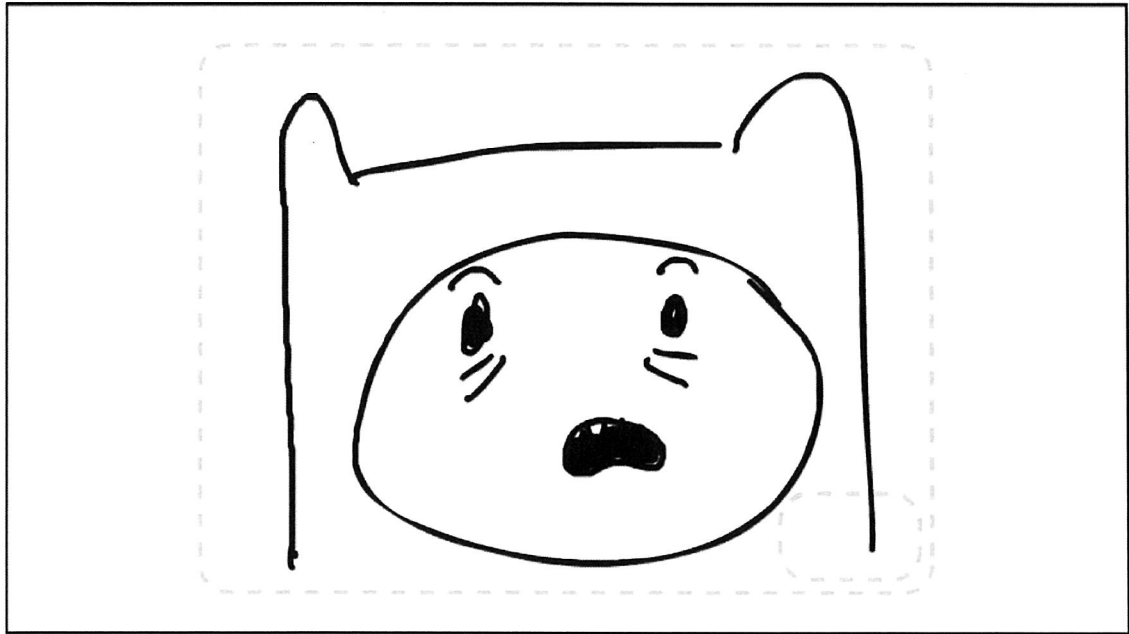


Dialog:		(LSP) CAN OF, UH ...	(LSP) BEET SOMETHING
Action:		(V. OLD LABEL)	
Timing:			

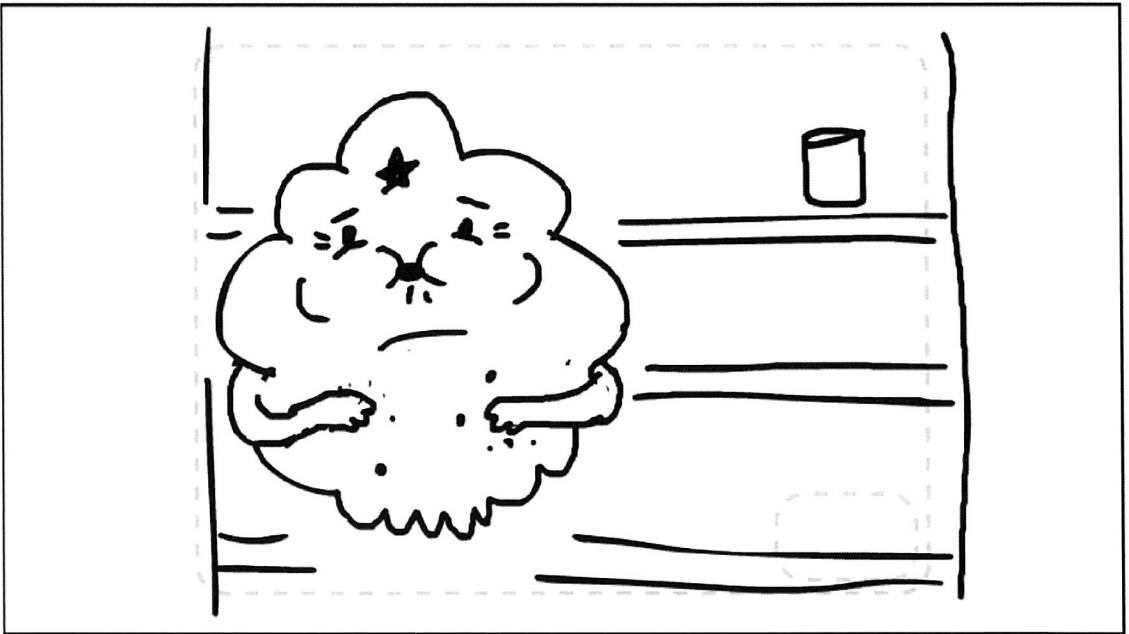
ADVENTURE TIME



Sc. 121 Pnl. A Bg. day night



Sc. 122 Pnl. ~~A~~ Bg. day night



Dialog: **FINN** WAIT-WHAT?!
IS THAT ALL THAT'S LEFT?

LSP FINN DON'T BE MAD-
I WAS HUNGRIES!
(CUTESY)

Action:

Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 123 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog: (F) YOU ATE ALL THE FOOD?!!

SFX ; WIND SOUNDS MORE PRESENT

Action:

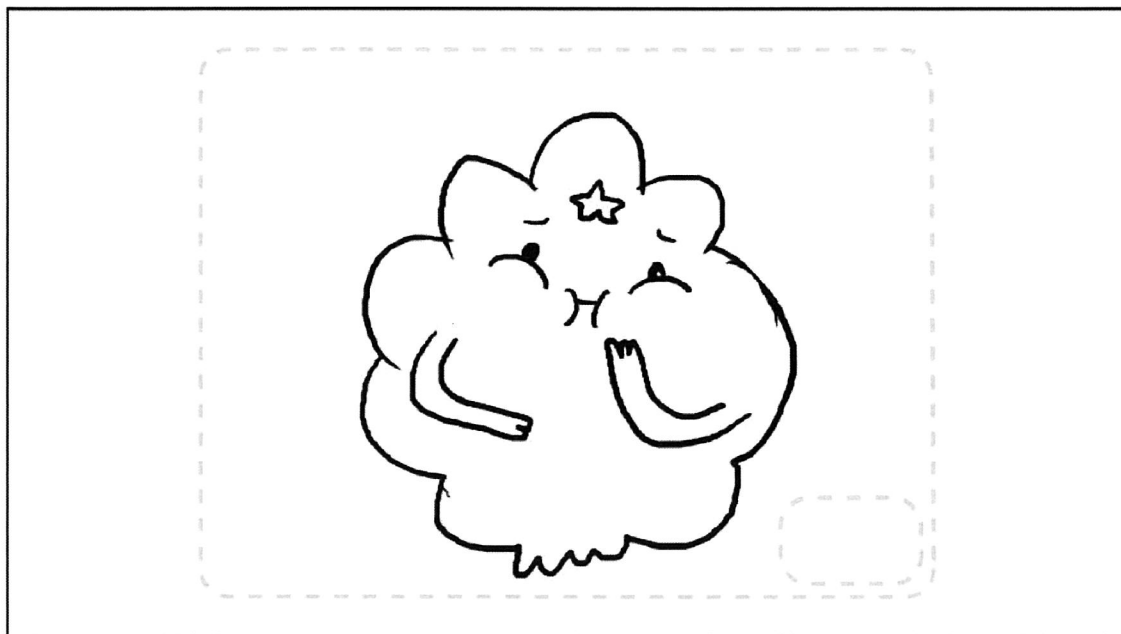
Timing:

ADVENTURE TIME

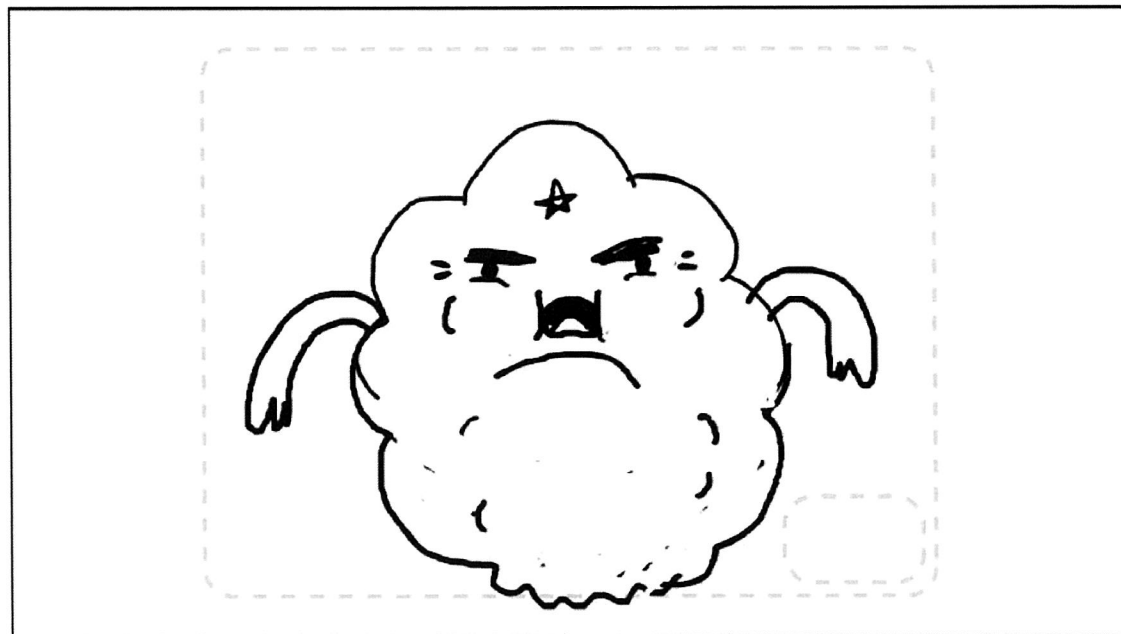


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Sc. 124 Pnl. A Bg. day night



Sc. 124 Pnl. B Bg. day night



Dialog:

(F)(O/S) I CAN'T BELIEVE YOU!

SFX: WOOD CREAKING + BREAKING SOUND

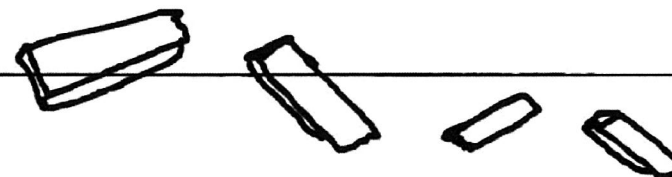
Action:

EXPRESSION CHANGES QUICKLY
FROM PLAYING "CUTE" TO MEAN/ANGRY

Timing:

(LSP) WHATEVER FINN-I'M NOT HERE TO
MAKE FRIENDS, I'M HERE TO...
NOT DIE!

← SFX: WOOD
SWOOSH FROM
O/S L

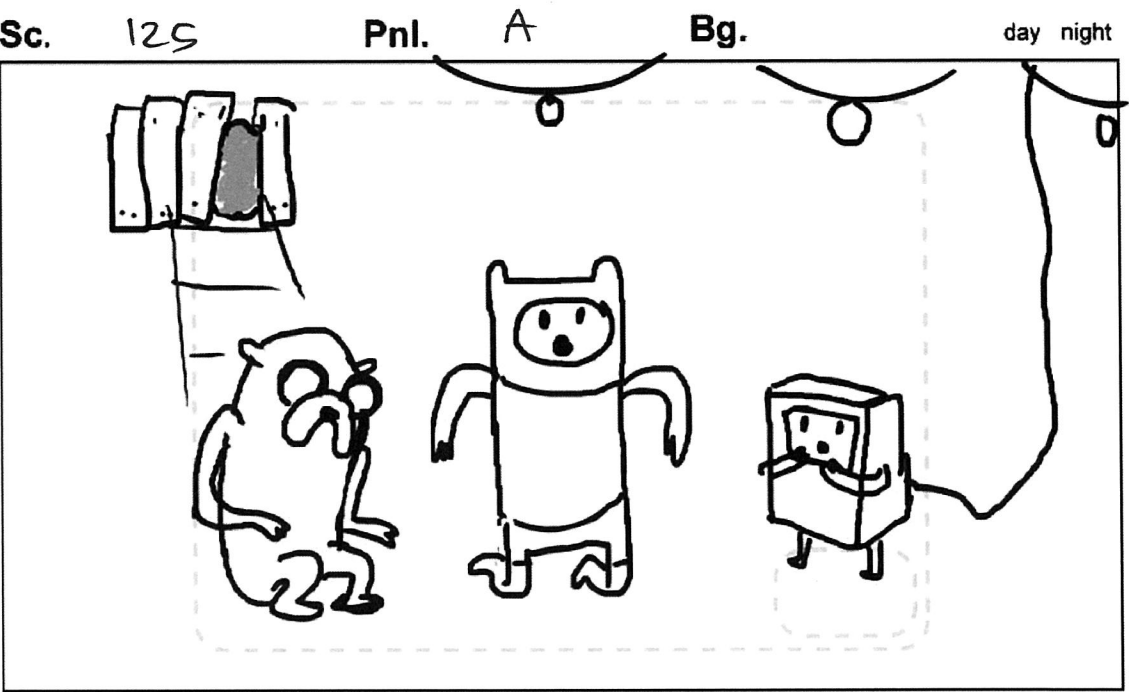
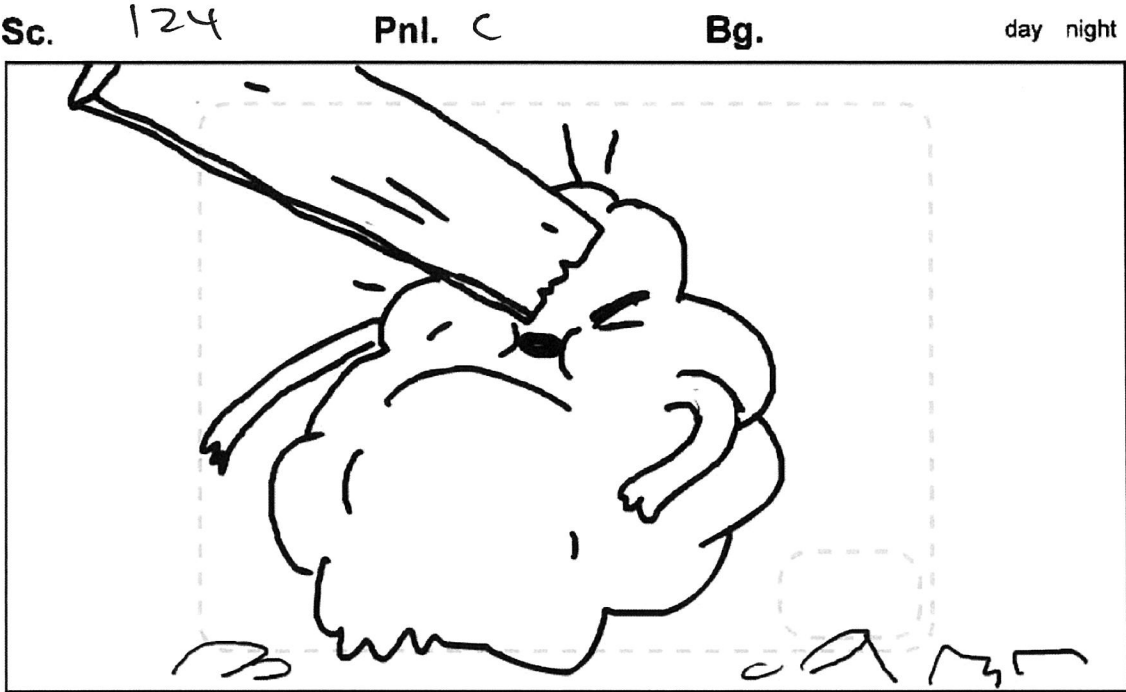


WOOD SPINS INTO FRAME →

EPISODE # 1034-205

Production :

ADVENTURE TIME



Dialog: **LSP** OUGH!!
SFX: WOOD SMACK

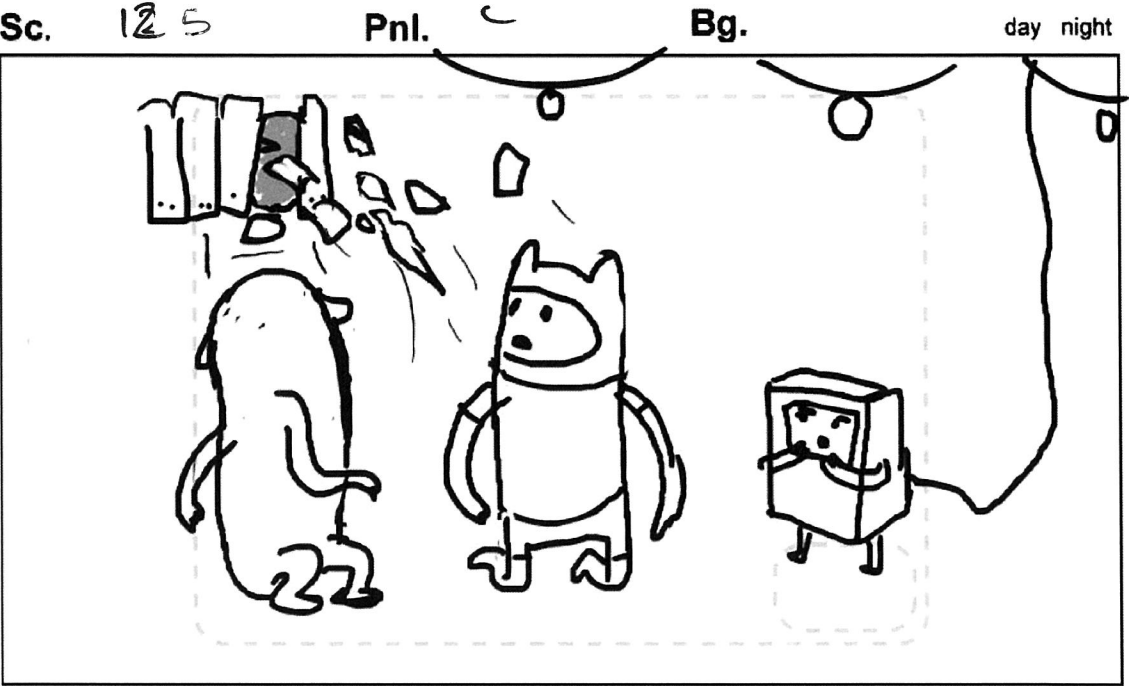
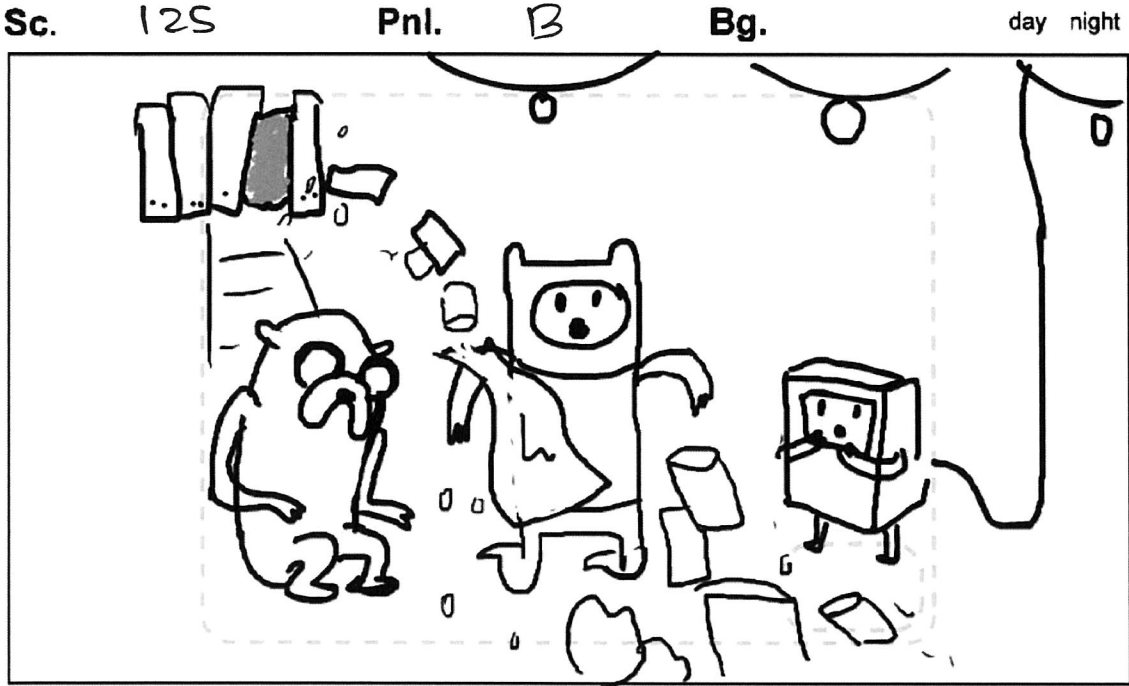
GROUP *GASP!*

SFX: LOUD WIND + STORM SOUNDS

Action:

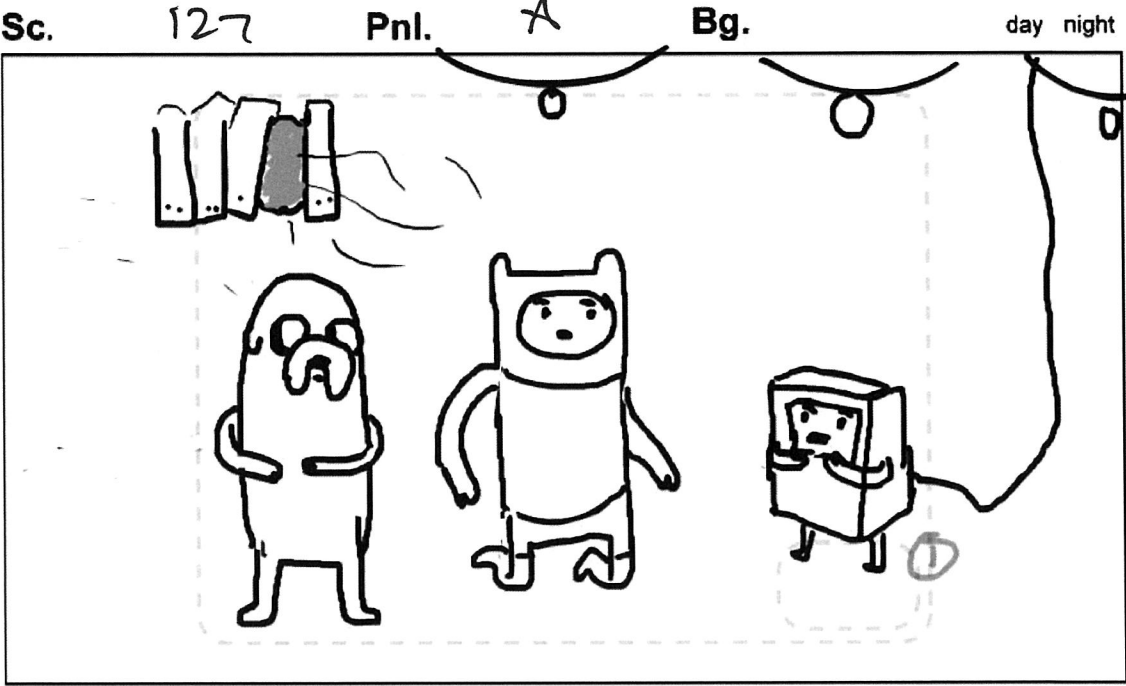
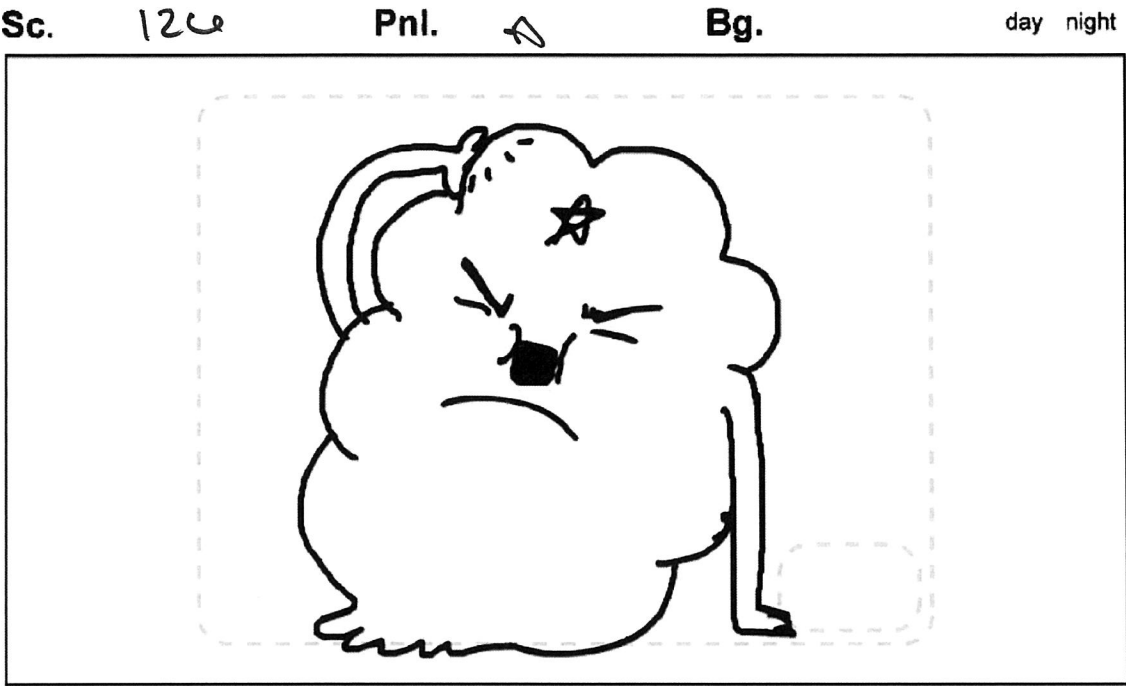
Timing:

ADVENTURE TIME



Dialog:
Action: FOOD TRASH GETS SUCKED OUT
Timing:

ADVENTURE TIME



Dialog: **LSP** WHAT THE JUNK! I'M GONNA HAVE A HUGE LUMP ON MY LUMPS!

BMO FINN, THE DOOR!
YOU WERE SUPPOSED TO SECURE THE DOOR!

Action: JAKE GETS UP ON HIS FEET

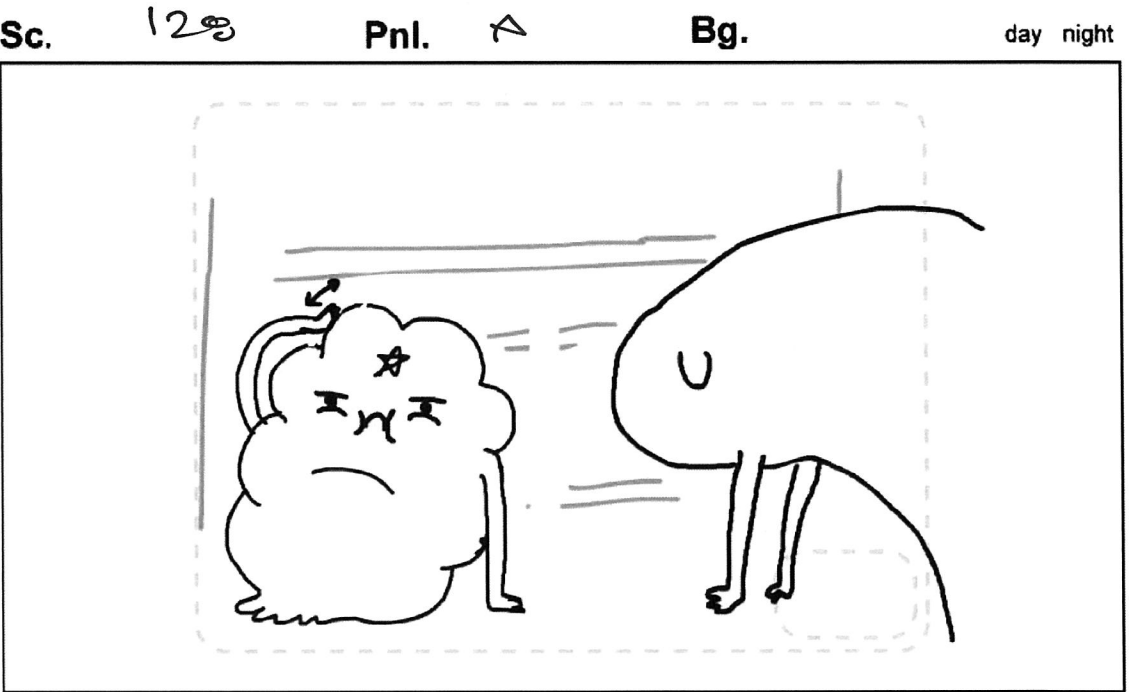
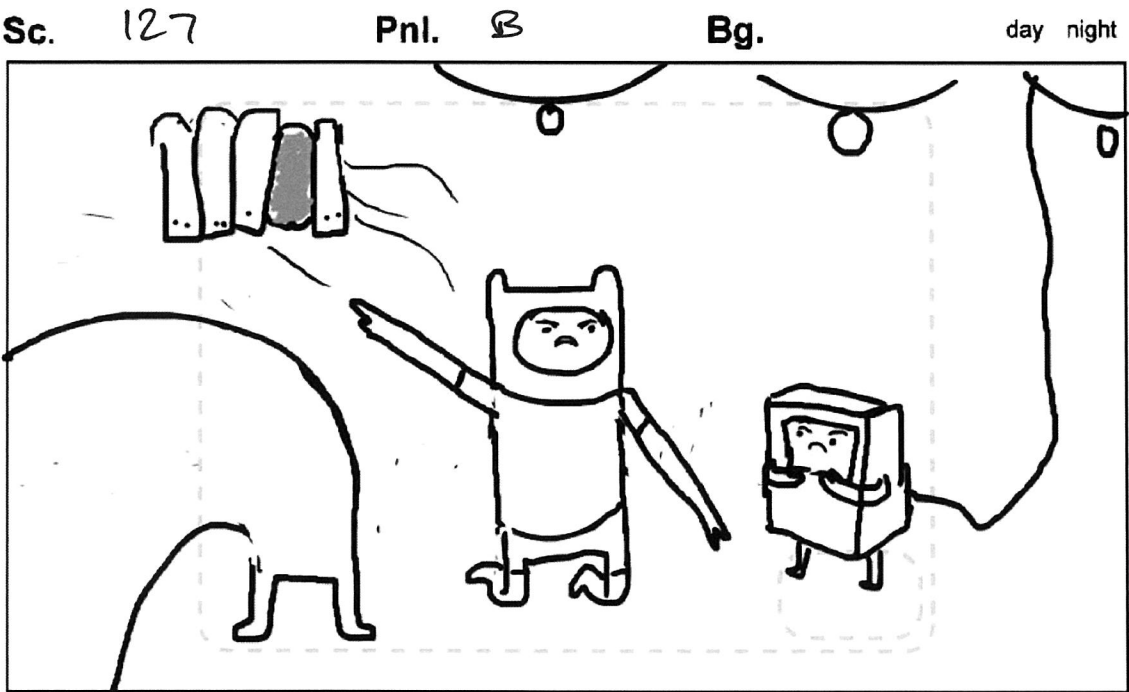
Timing:

1034-205

EPISODE #

Production :

ADVENTURE TIME

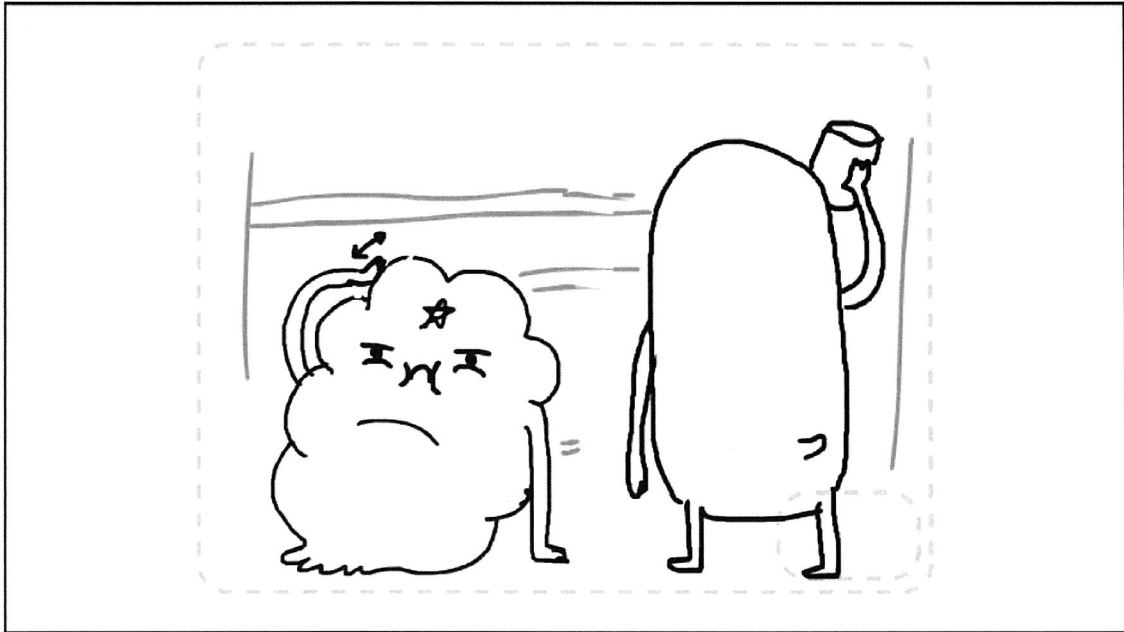


Dialog:	(F) BMO, YOU SAW ME DO IT!	(F)(O/S): THAT WOOD MUST BE BUNK OR SOMETHING
Action:	JAKE STRETCHES O/S IN FRONT	LSP RUBBING BOO-BOO
Timing:		

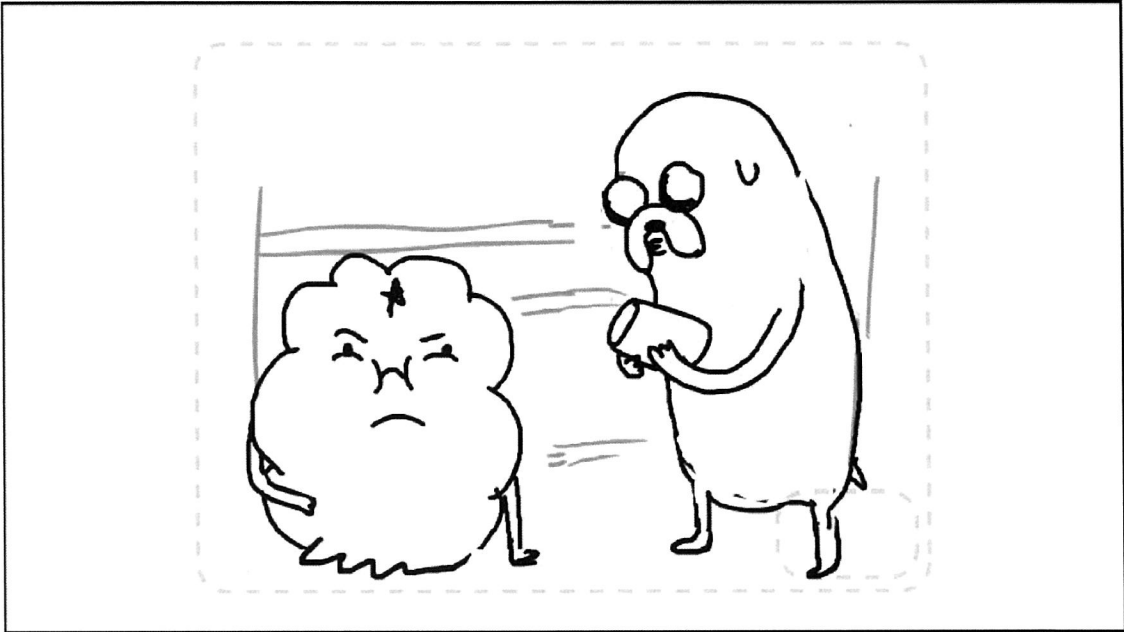
ADVENTURE TIME



Sc. 128 Pnl. A Bg. day night



Sc. 128 Pnl. B Bg. day night



Dialog:
Action:
Timing:

1034-205

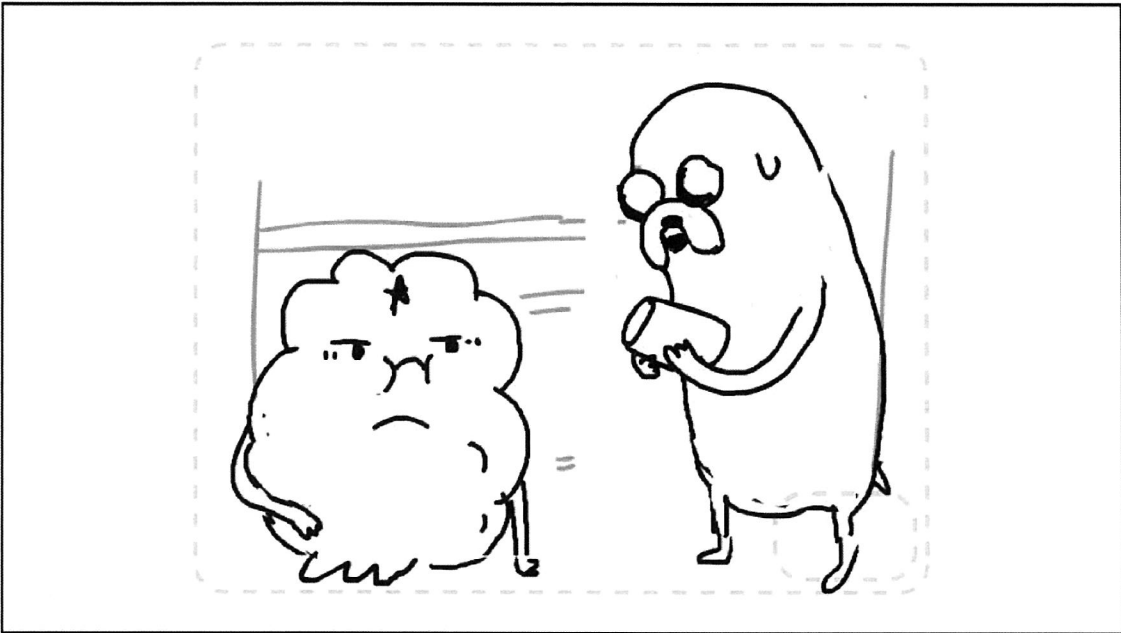
EPISODE #

Production :

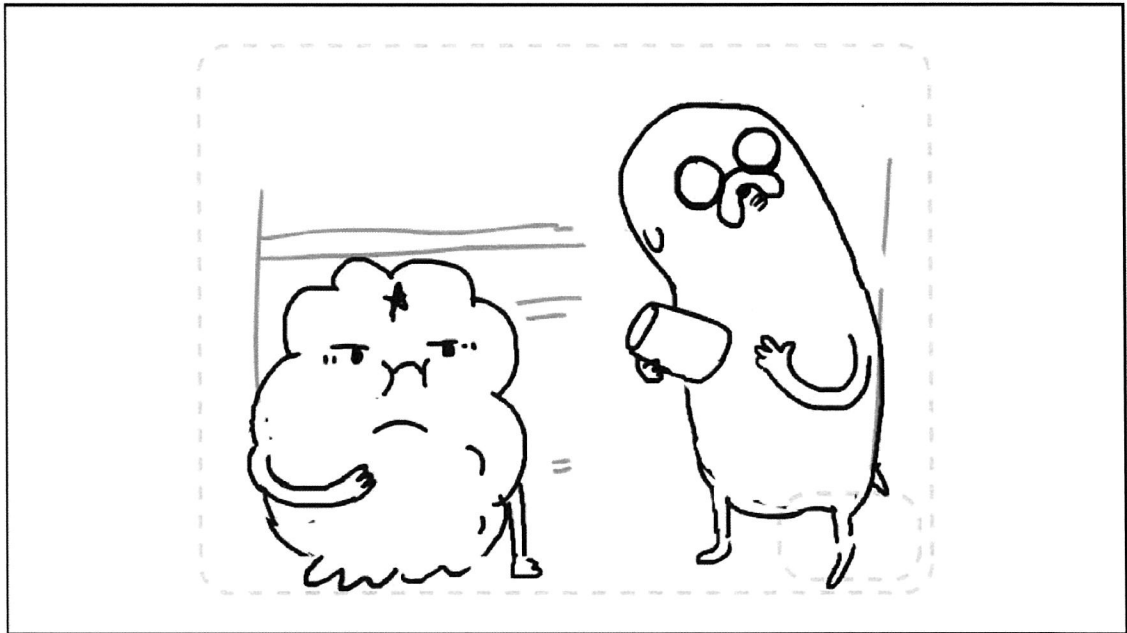
ADVENTURE TIME



Sc. 128 Pnl. C Bg. day night



Sc. 128 Pnl. D Bg. day night



Dialog:	(J) YEA I THINK THIS FOOD'S BUNK, TOO EXPIRES IN ...
Action:	*PAUSES + COUNTS ON FINGERS QUICKLY*
Timing:	

1034-205

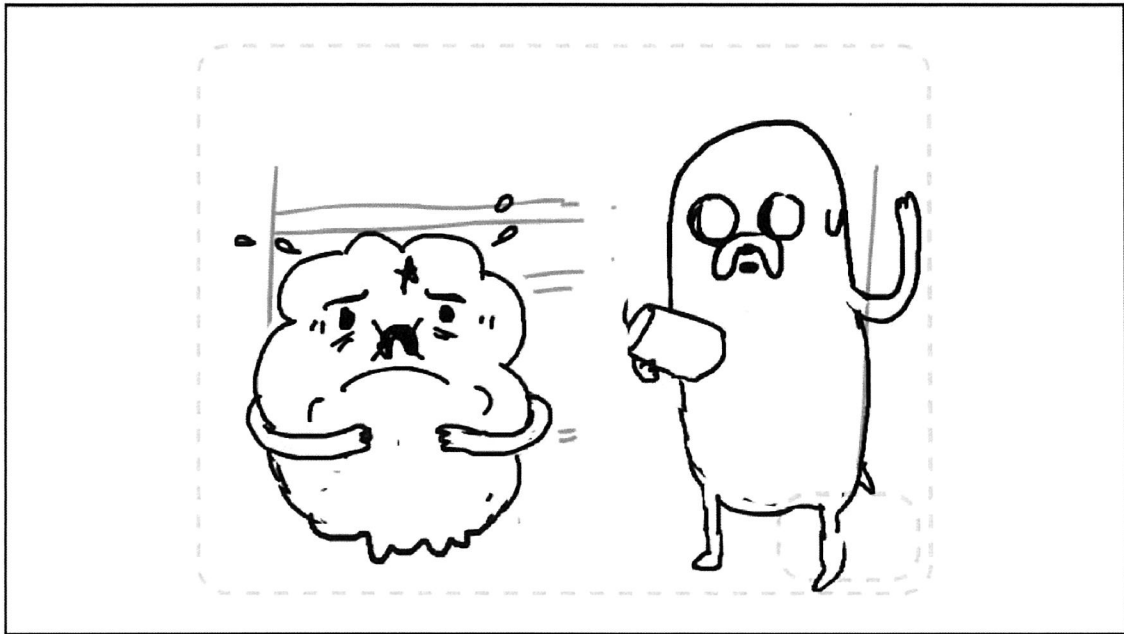
EPISODE #

Production :

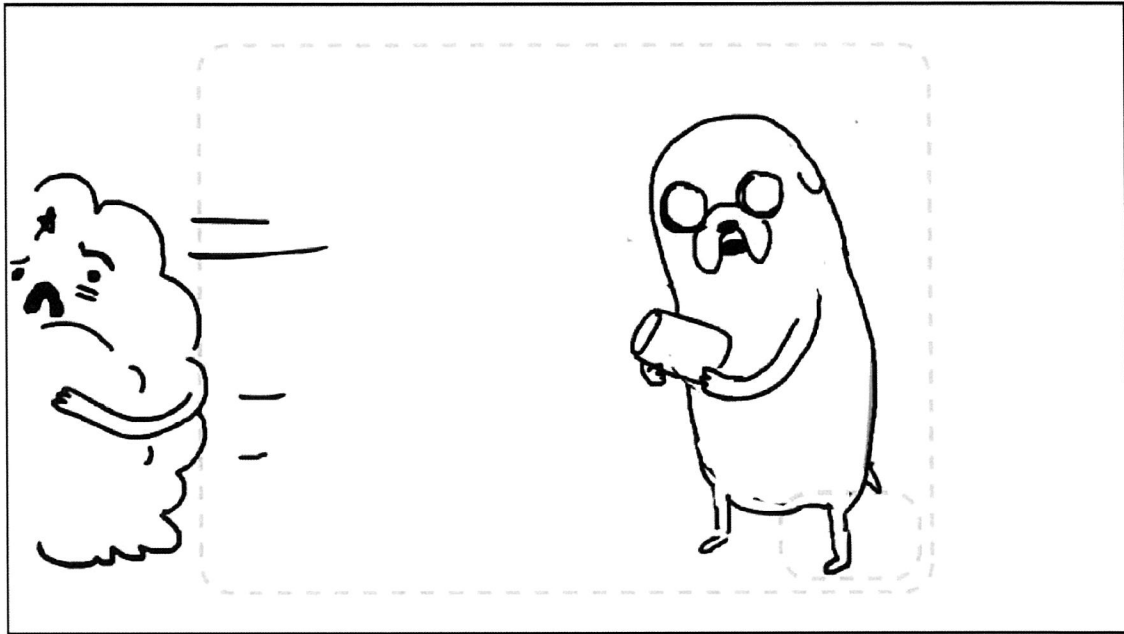
ADVENTURE TIME



Sc. 128 Pnl. E Bg. day night

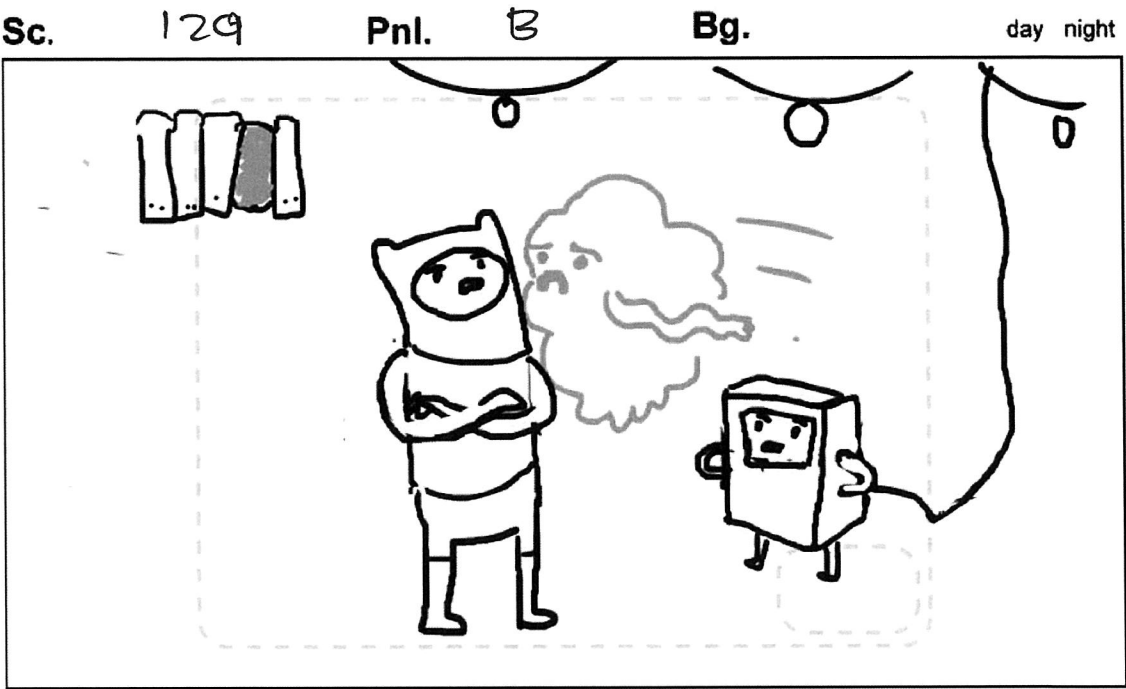
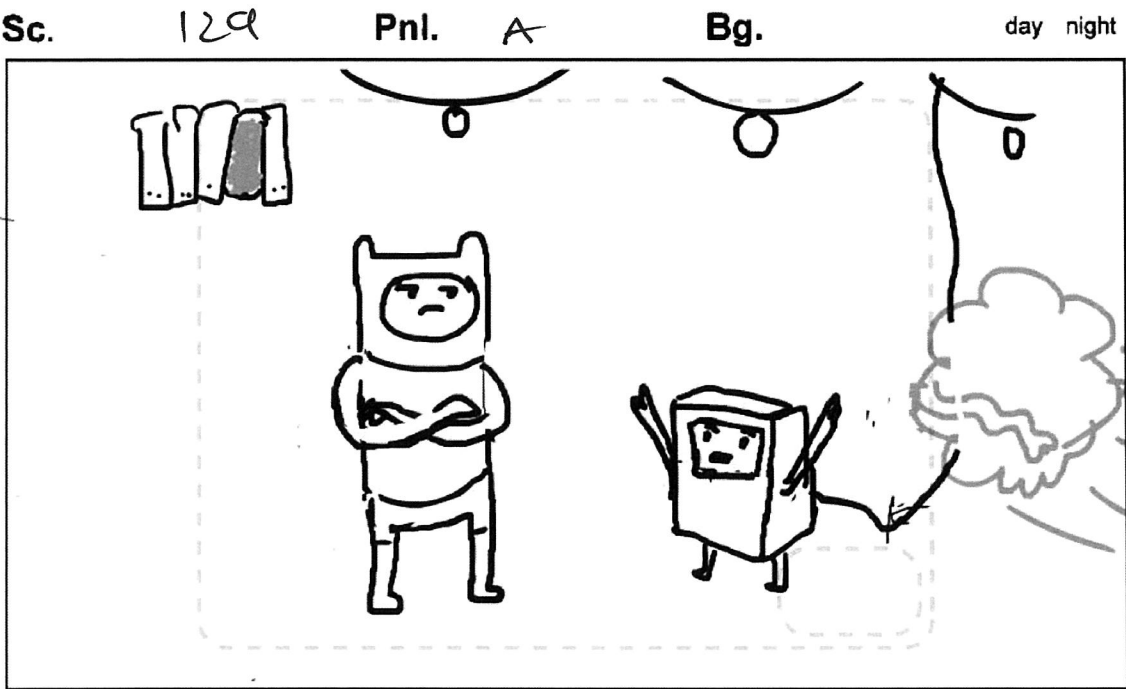


Sc. 128 Pnl. F Bg. day night



Dialog:	(J) 29 YEARS AGO	(LSP) OH GLOB.
	SFX: TUMMY GURGLING SOUNDS	
Action:	LSP GRABS STOMACH	LSP FLIES O/S L
Timing:		

ADVENTURE TIME

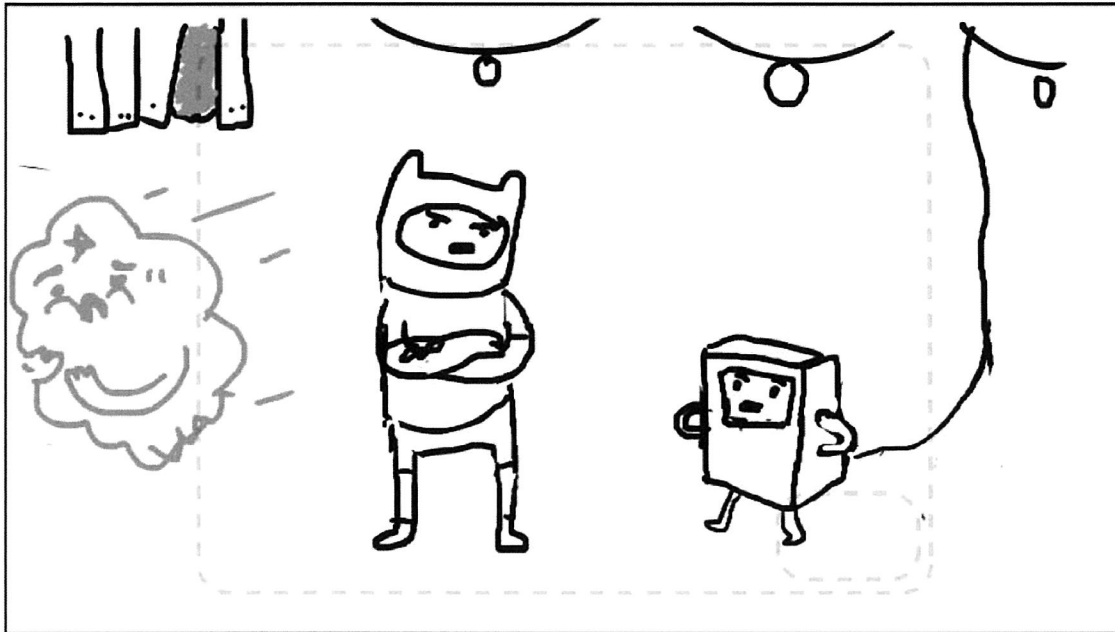


Dialog:	<p>BMO I KNEW RAIDING THAT HOUSE WAS A BAD IDEA!</p> <p>FINN WELL MAYBE I COULDA BUILT SOMETHING BETTER IF I HAD-</p>
Action:	<p>LSP ZIPPING AROUND HYSTERICALLY IN BG</p>
Timing:	

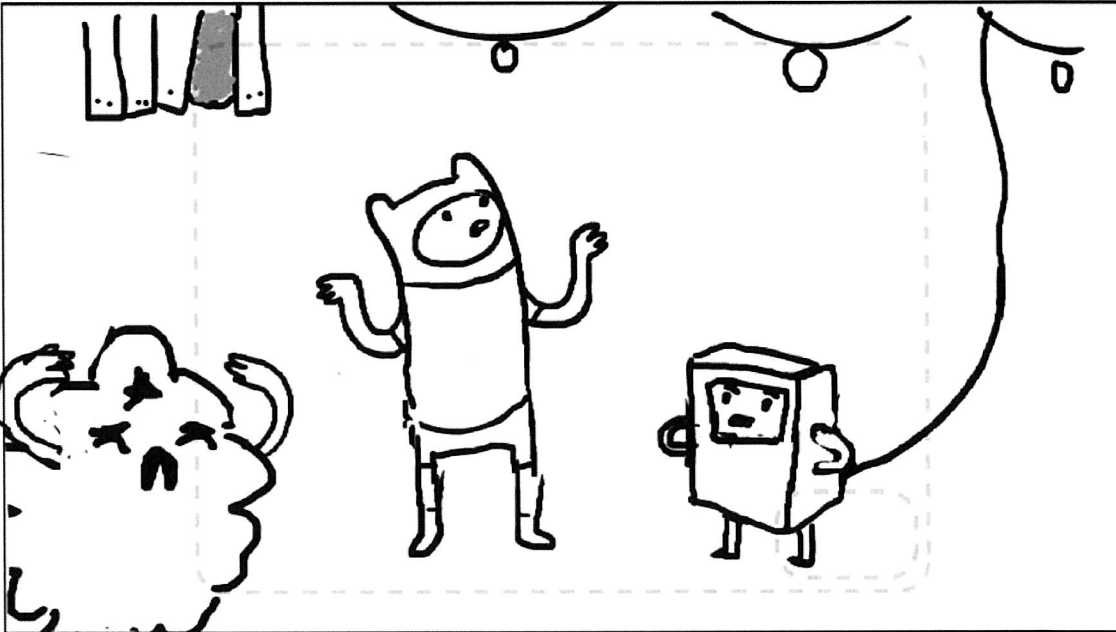
ADVENTURE TIME



Sc. 129 Pnl. C Bg. day night



Sc. 129 Pnl. D Bg. day night



Dialog:	(F) SOME HELP FROM -	(F) -I DUNNO -
Action:	BMO STEPS FORWARD SLIGHTLY	
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc.	130	Pnl.	A	Bg.	day	night	Sc.	131	Pnl.	A	Bg.	day	night

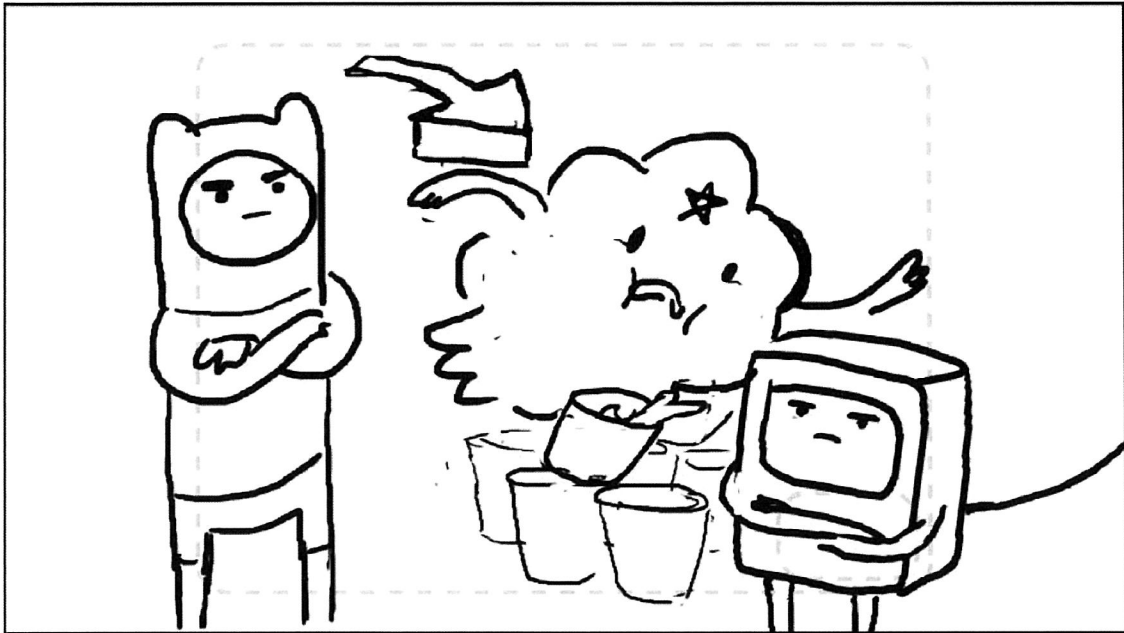
Dialog:	(F) (O/S) - MY BEST FRIEND?!	
Action:	JAKE SHOULDERS DROP	FINN + BMO GIVE DISAPPROVING STARE LSP STILL RUNNING AROUND FREAKING OUT
Timing:		

EPISODE # 1034-205
Production :

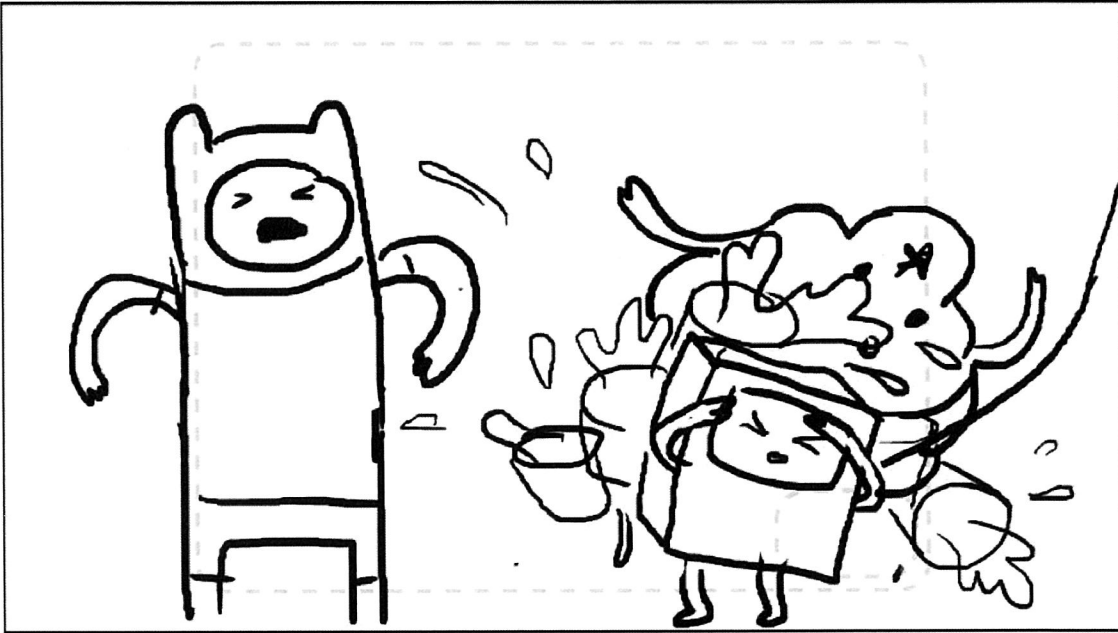
ADVENTURE TIME



Sc. 131 Pnl. B Bg. day night



Sc. 131 Pnl. C Bg. day night

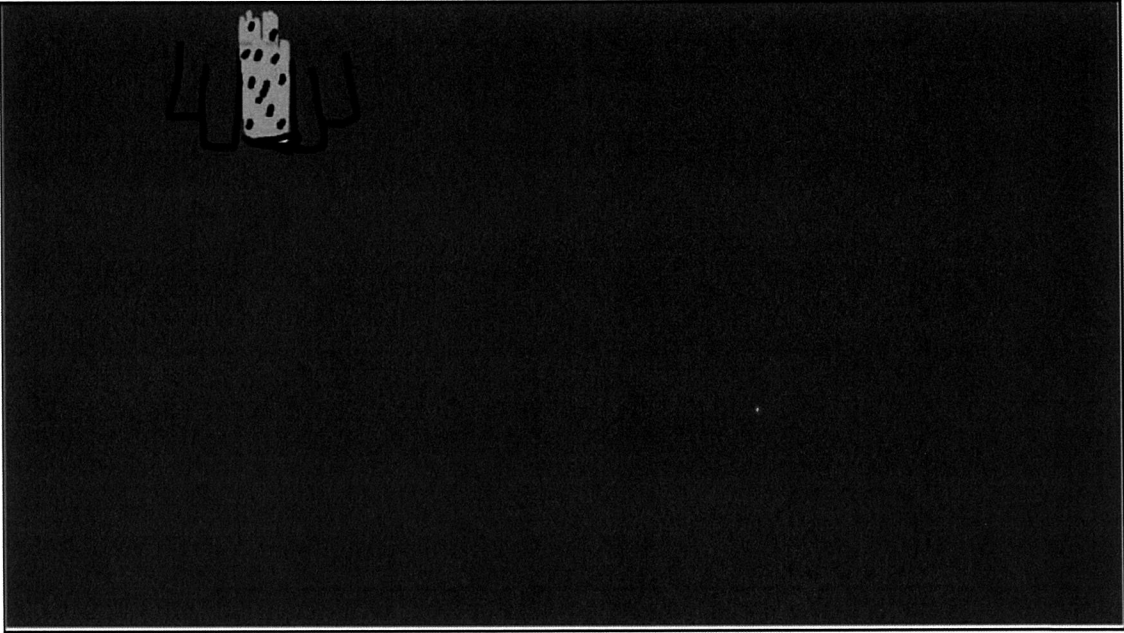
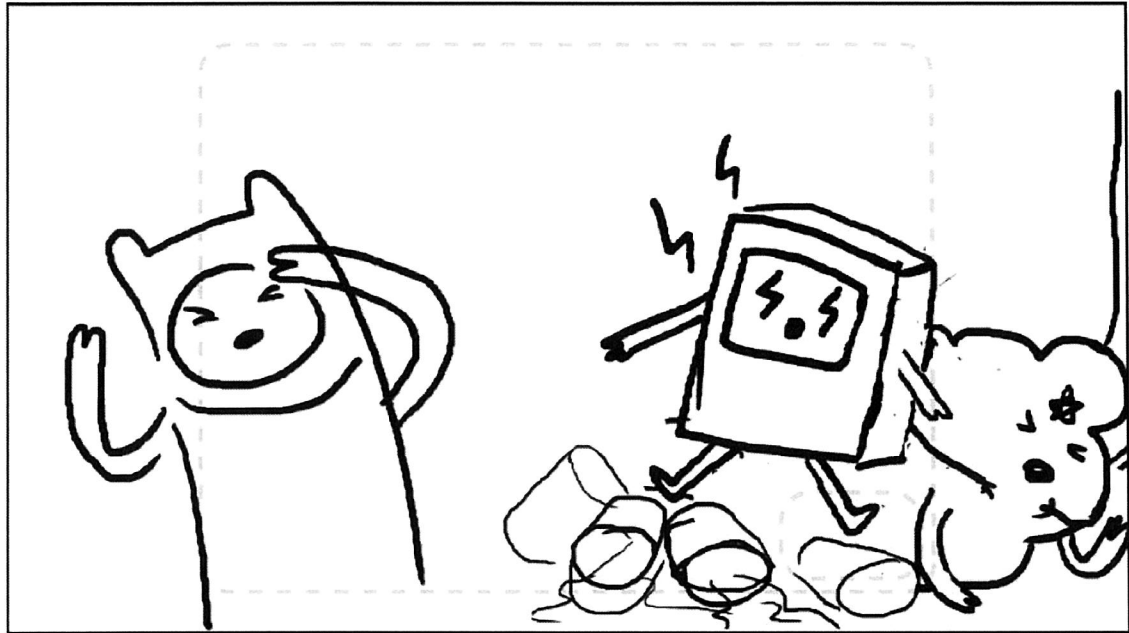


Dialog:
Action: LSP COMES UP FROM BEHIND, ACCIDENTALLY CRASHING INTO WATER PAILS, SPLASHING BMD & THEN LANDING / RUNNING INTO LIGHT CORD
Timing:

ADVENTURE TIME



Sc. 131 Pnl. D Bg. day night Sc. 132 Pnl. A Bg. day night



Dialog:	(ALL) AHH! SFX: SPARKS	(F) NOOOOOOOOOOOOOOOO! *
Action:	BMO SPARKS/ELECTROUTED AS LSP LANDS ON LIGHT CORD + IT RIPS	(HARD RAIN SFX THROUGHOUT) LIGHTS GO DARK
Timing:		* ALT: "THIS ISN'T HAPPENING."

EPISODE # 1034-205
Production :

ADVENTURE TIME

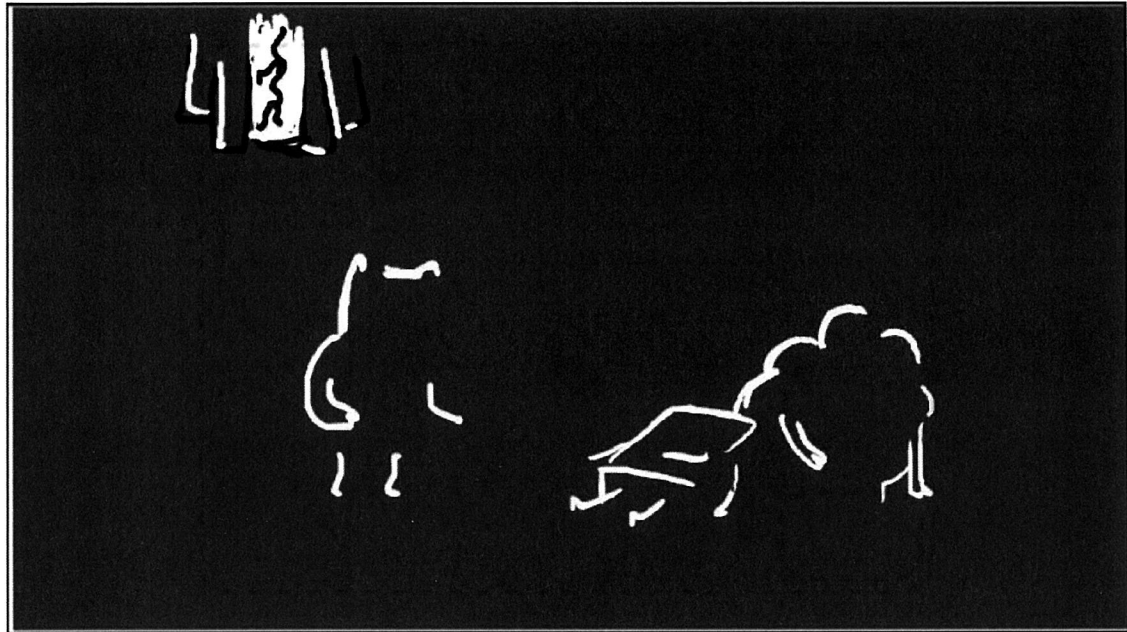


Sc. 132

Pnl. B

Bg.

day night

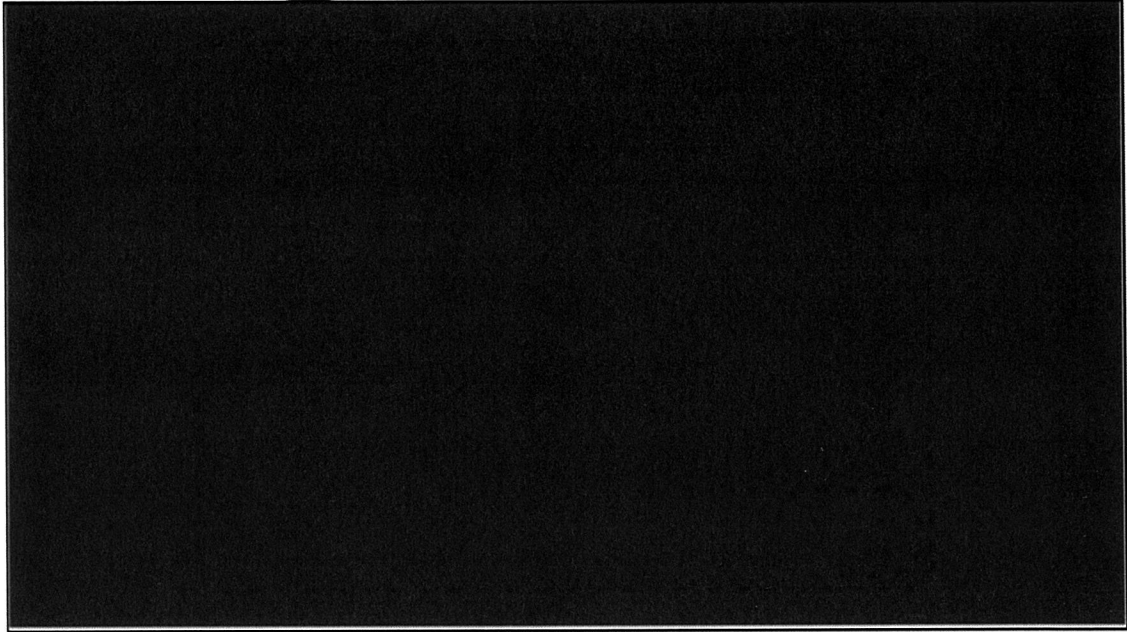


Sc. 132

Pnl. C

Bg.

day night



Dialog:

SFX/ LIGHTNING BOLT

(LSP) GETTING UP
* GRUMBLE *

(J) BMO!

Action:

LIGHTNING STRIKES & SILHOUETTES

THEM SLIGHTLY - LSP GETTING UP, BMO ON FLOOR

Timing:

1034-205

EPISODE #

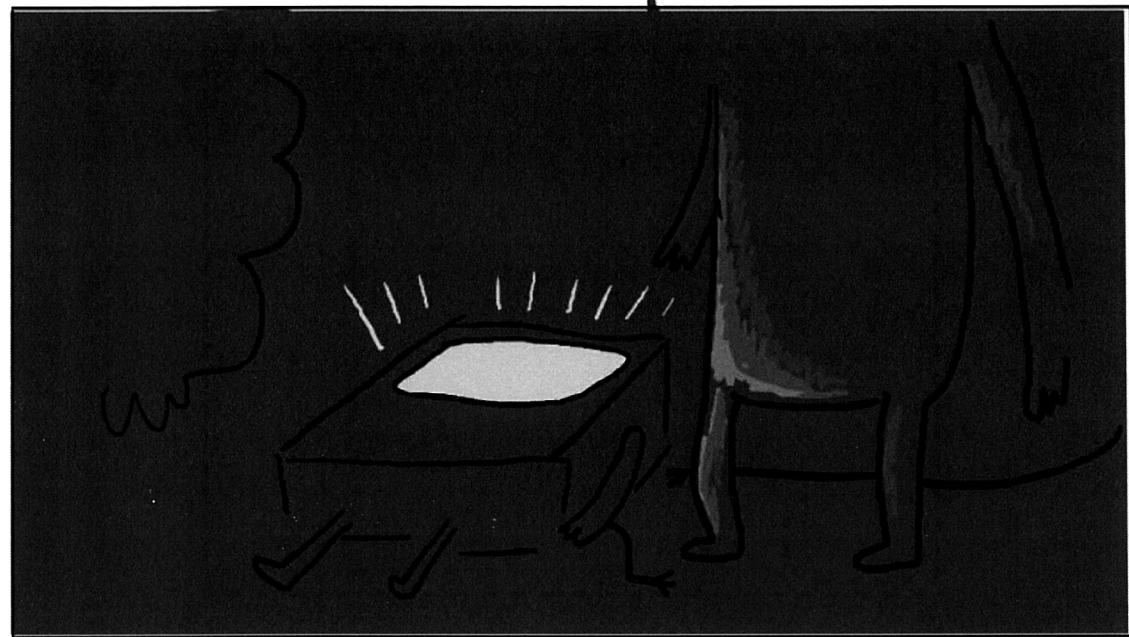
Production :

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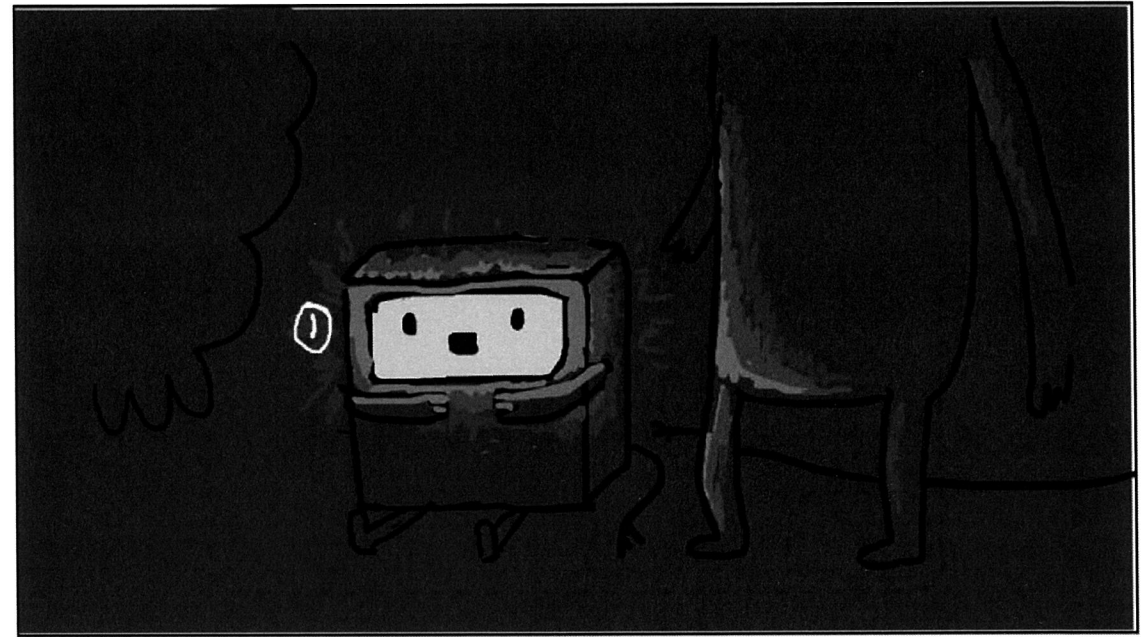
ADVENTURE TIME



Sc. 133 Pnl. A Bg. day night



Sc. 133 Pnl. B Bg. day night



Dialog:

SFX: COMP STARTUP CHIME .

BMO - WHAT'D I MISS?! ①
(MORE QUIETLY) WHY IS IT DARK NOW? ②

Action: BMO REBOOTS,
LIGHTS UP & SCREEN
SCROLLING CODE RUNS STARTUP HE THEN SITS UP SUDDENLY ②

Timing:

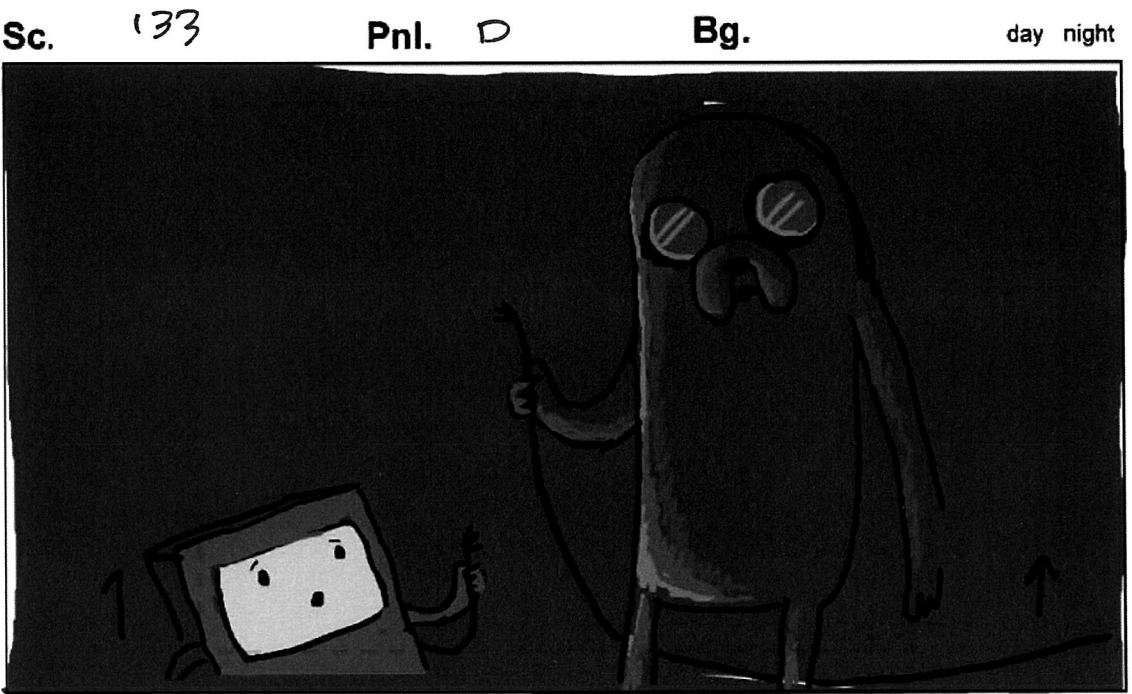
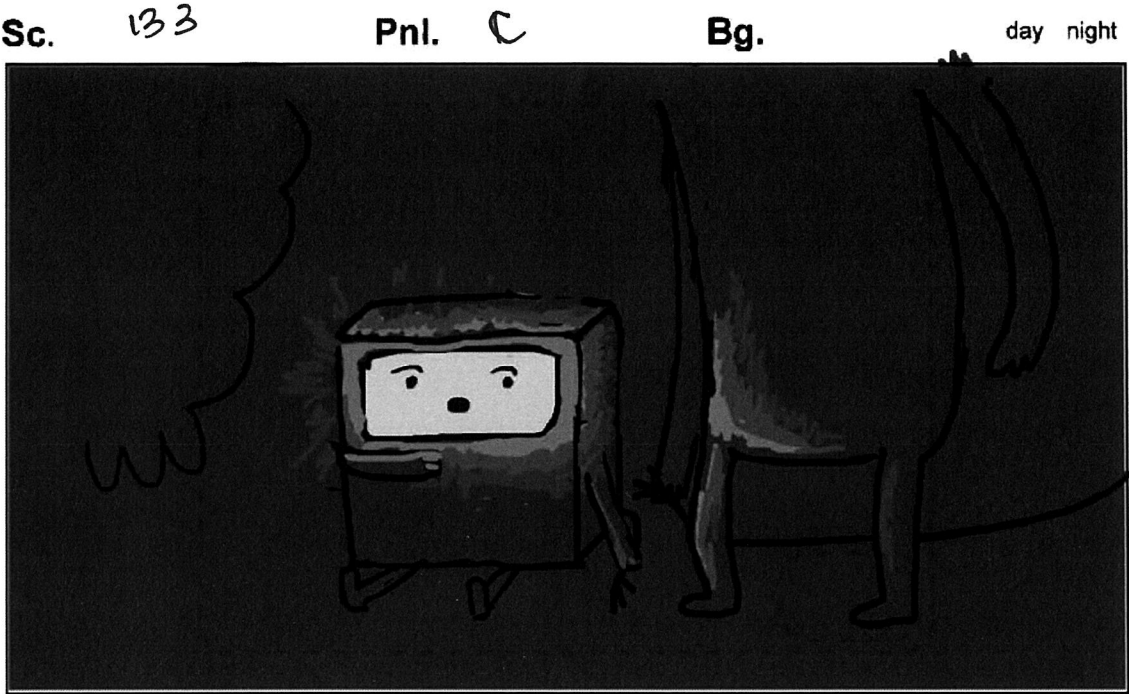
(ALT: WHO CLOSED THE LIGHTS?)

1034-205

EPISODE #

Production :

ADVENTURE TIME



Dialog:	
Action:	JAKE REACHES DOWN GRABS BROKEN PLUG END CAM PANS UP TO JAKE'S FACE, WE SEE 2 ENDS OF BROKEN CORD
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME

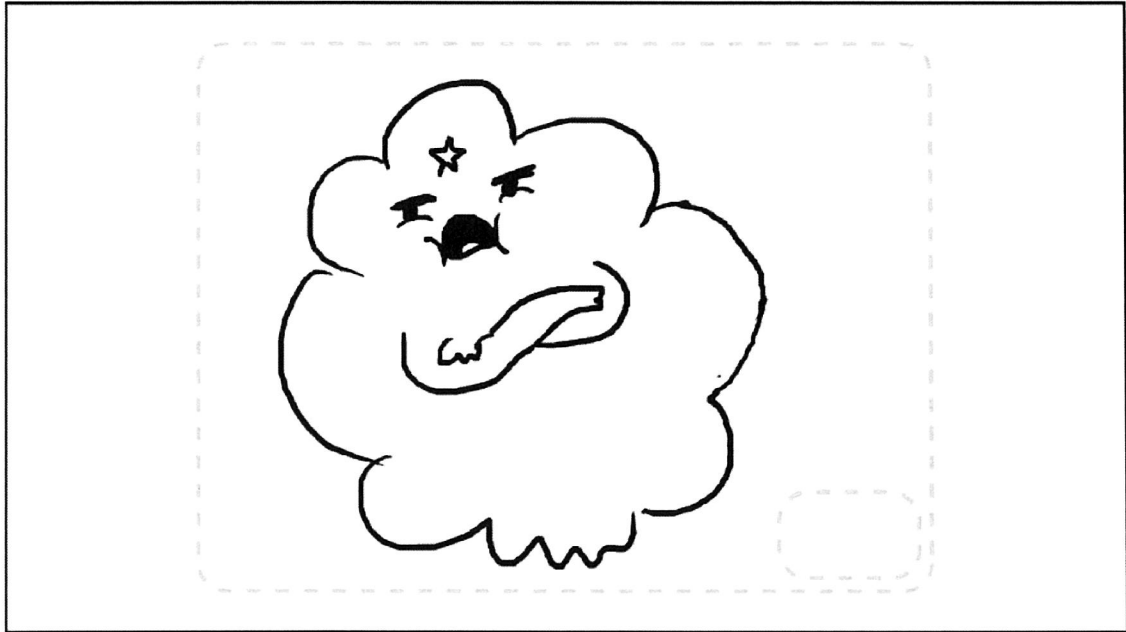


Sc. 134

Pnl. A

Bg.

day night

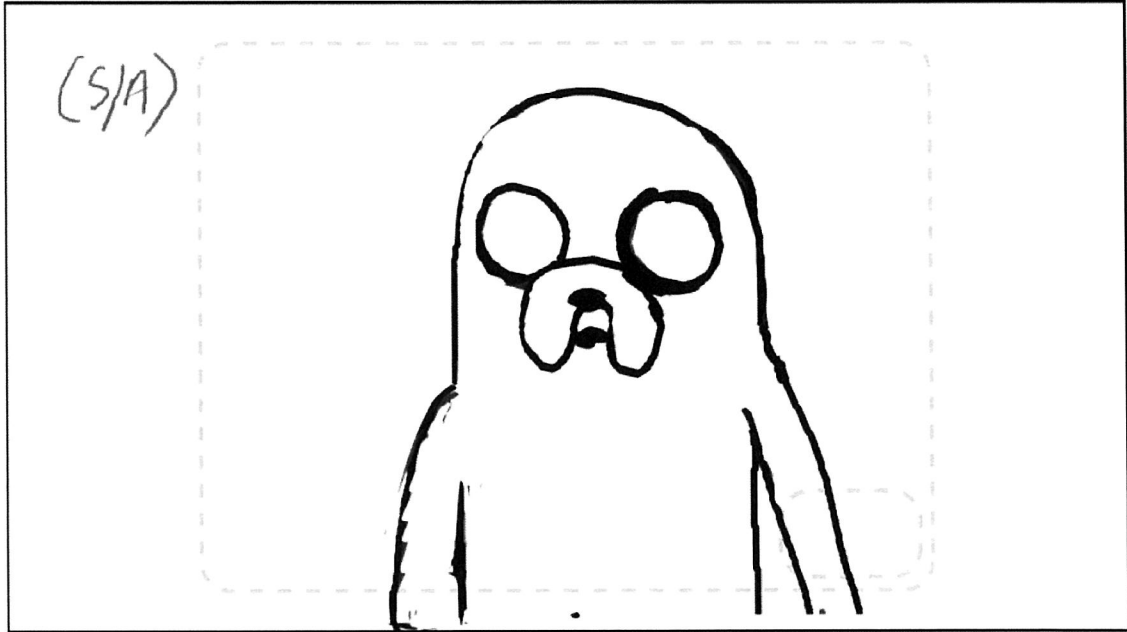


Sc. 135

Pnl. A

Bg.

day night



Dialog:

(LSP) (DISMISSIVE) YA I BROKE IT -
- WHATEVERRRR!

(J) GUYS, I THINK THIS STORM IS
MORE THAN JUST SOME SCARY CLOUDS
& WEATHER JUNK.

Action:

Timing:

1034-205

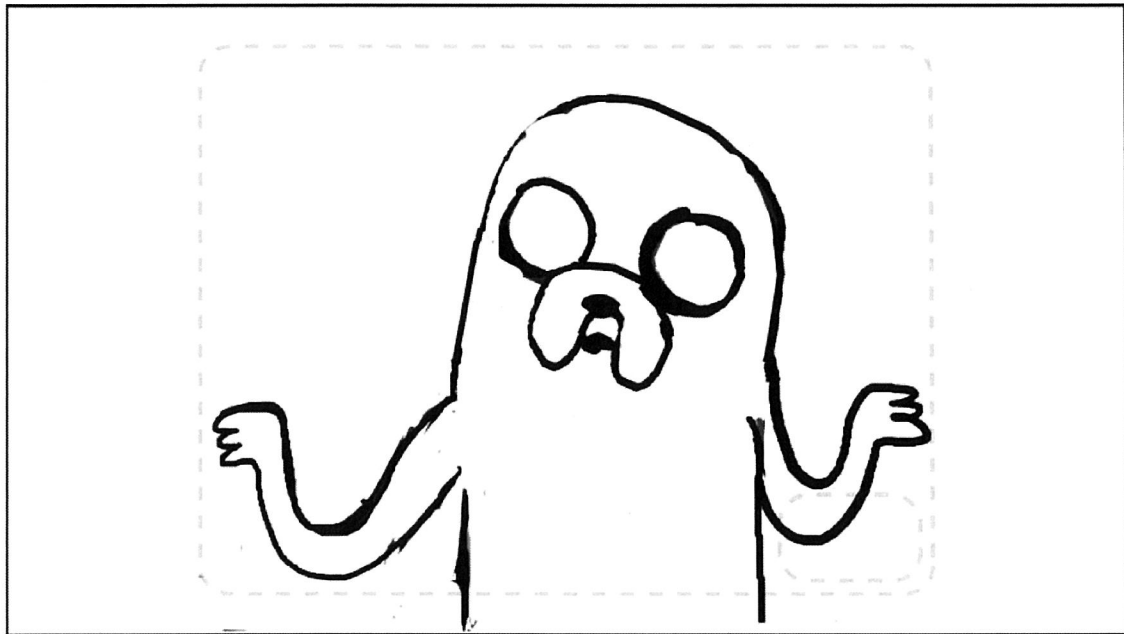
EPISODE #

Production :

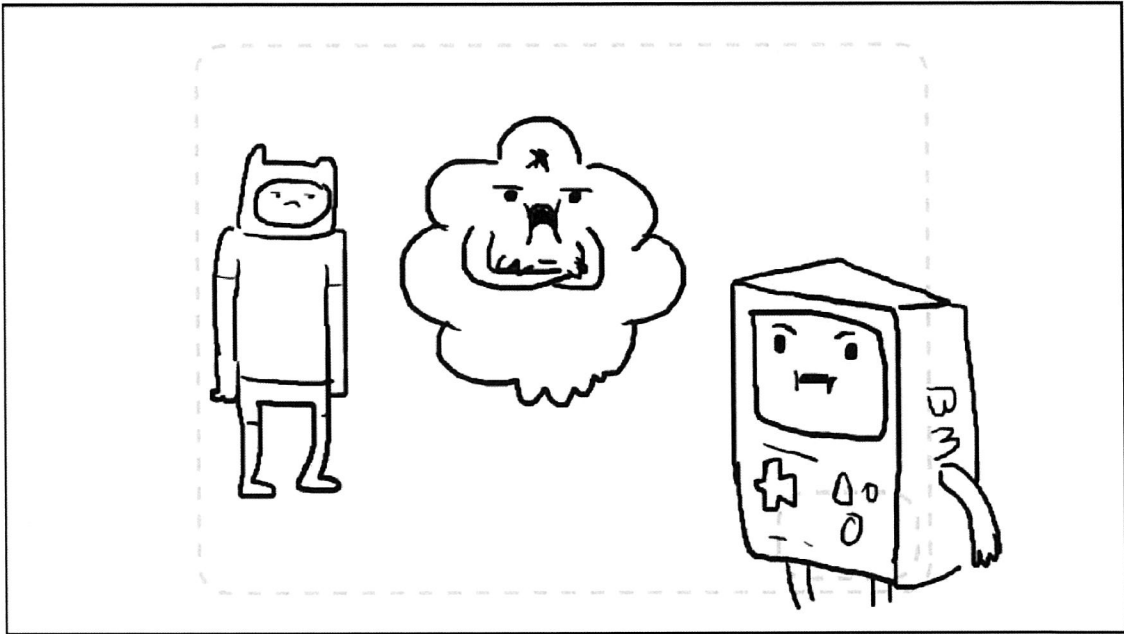
ADVENTURE TIME



Sc. 135 Pnl. C Bg. day night



Sc. 134 Pnl. A Bg. day night



Dialog: (J) - WE'VE BEEN TREATING EACH OTHER LIKE DING-DONGS SINCE WE'VE BEEN DOWN HERE (LSP) DUH, THIS BUNKER IS THE WORST!

Action:

Timing: ALT / POO-POO-PLATTERS
MOMO BRAINS

1034-205

EPISODE #

Production :

ADVENTURE TIME

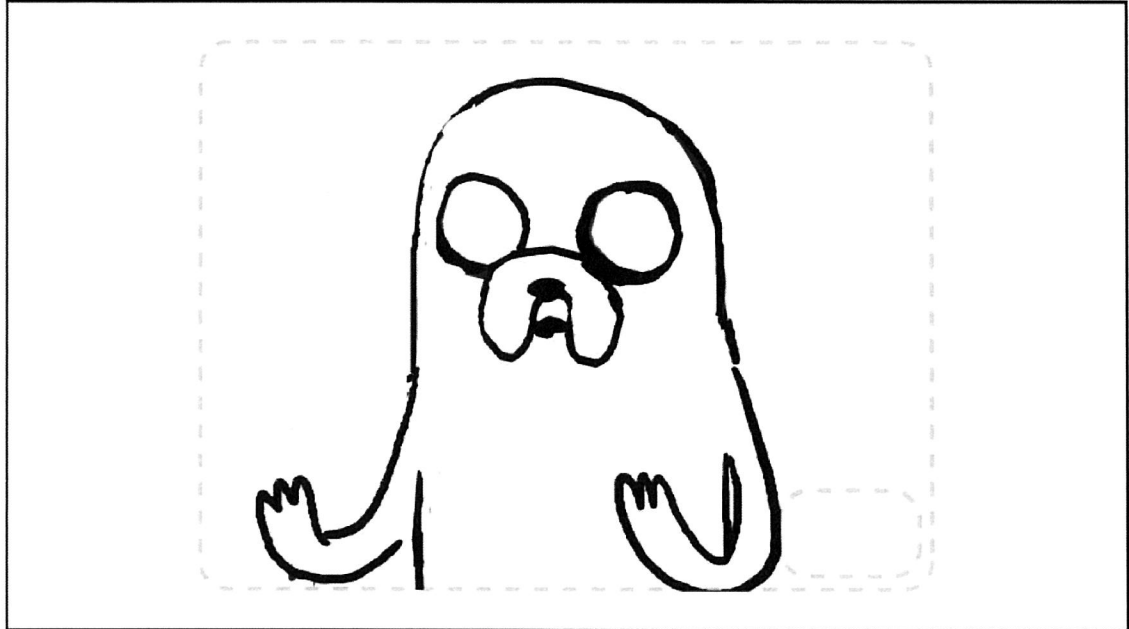


Sc. 135

Pnl. A

Bg.

day night

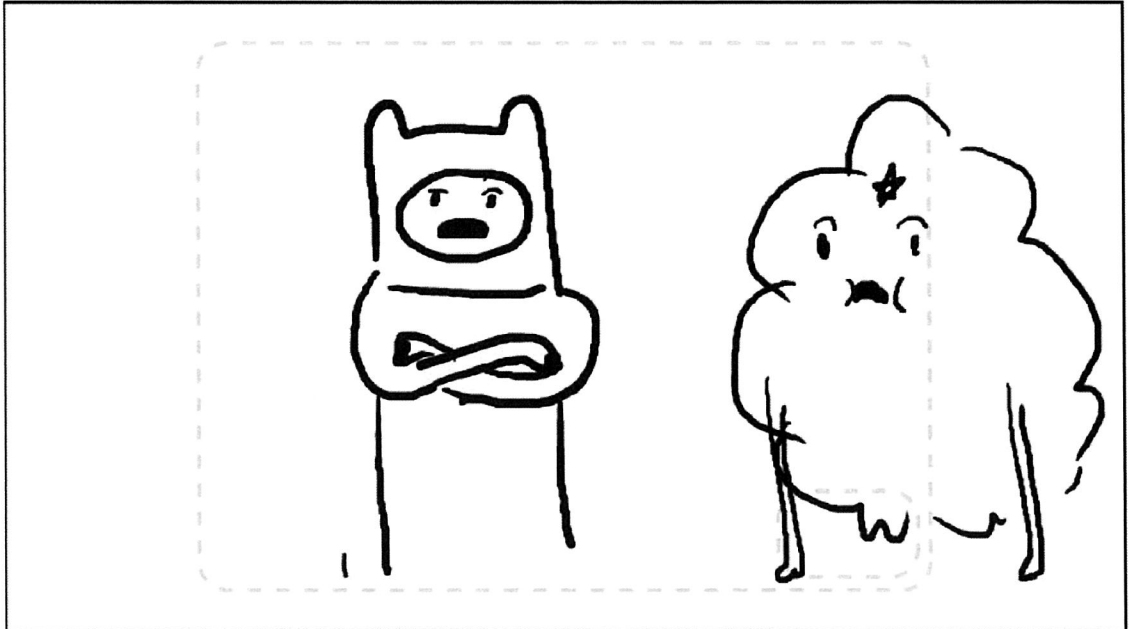


Sc. 136

Pnl. A

Bg.

day night



Dialog:

J

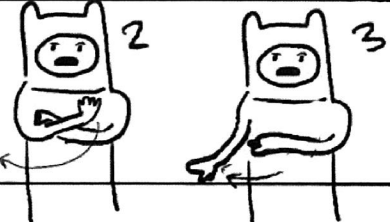
NAH, NAH -
I THINK THIS STORM'S CARRYING SOME
MAJOR NEGATIVE ENERGY OR SOMETHING -

F

-BAAAAAD JUBIES!
123

Action:

Timing:



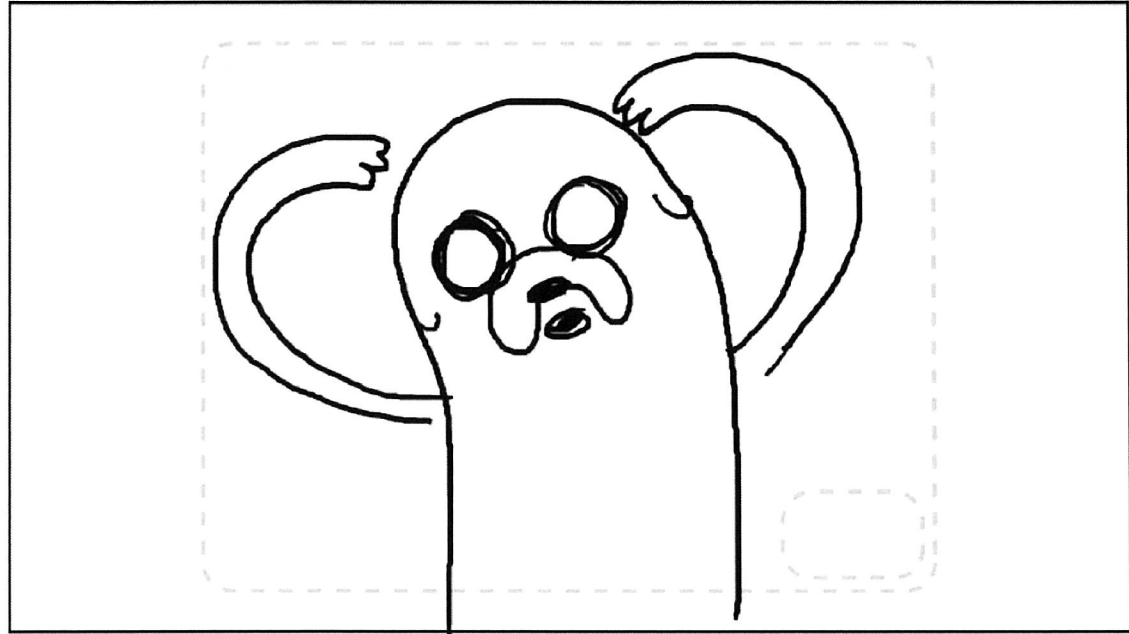
EPISODE # 1034-205

Production :

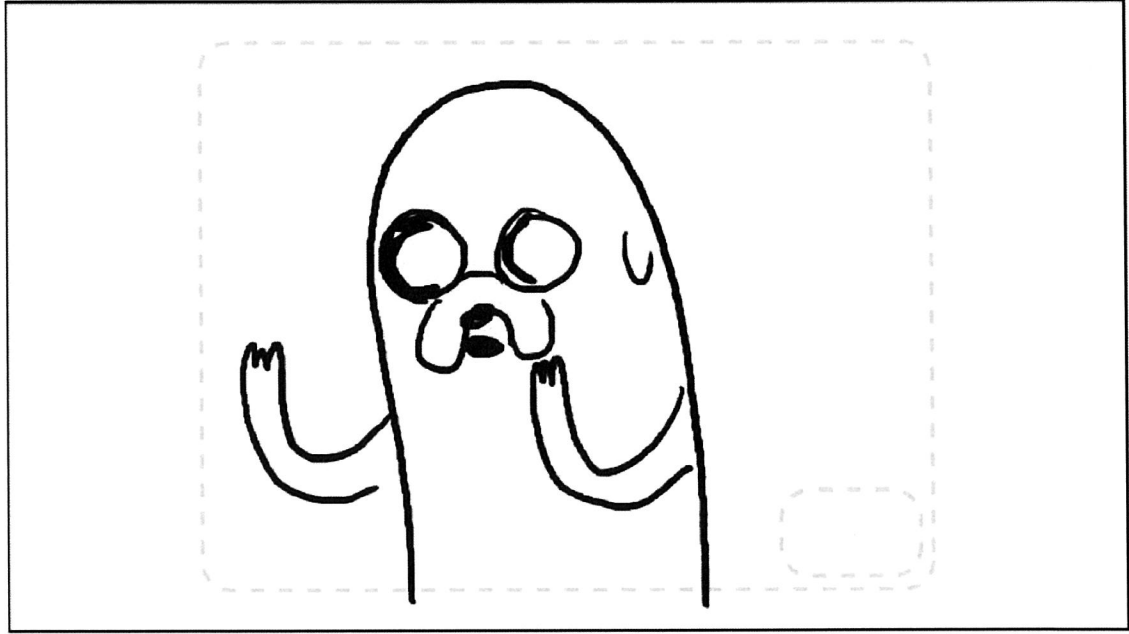
ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 137 Pnl. B Bg. day night



Dialog:	
ⓐ - IT'S MAKIN' US ALL GO 'NANERS!	* BEAT * ⓑ - I THINK I CAN HELP, THO
Action:	
Timing:	

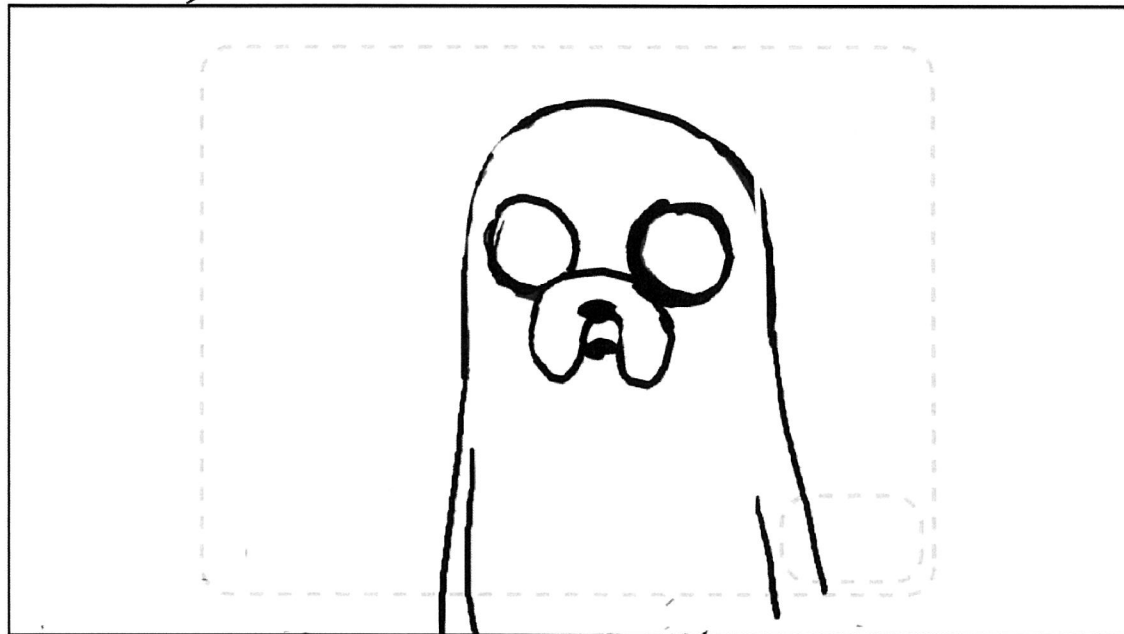
EPISODE # 1034-205
Production :

ADVENTURE TIME

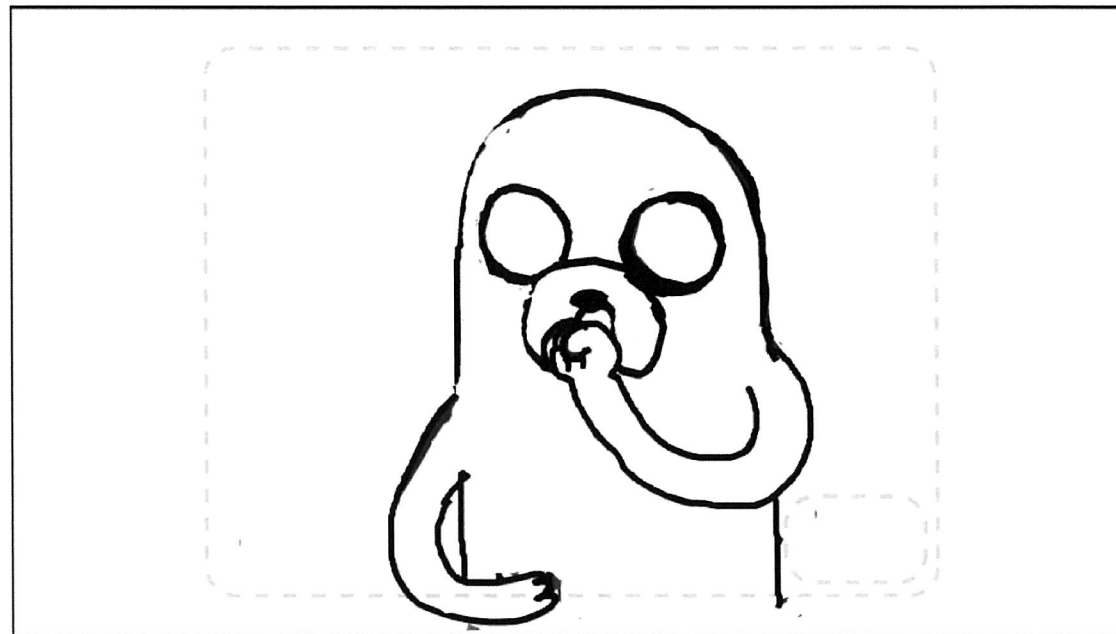


Page 184

Sc. 137 Pnl. C Bg. day night



Sc. 137 Pnl. D Bg. day night



Dialog:

ⓐ - LEMME SHOW YOU WHAT I'VE
BEEN WORKIN ON.

ⓐ *CLEARS THROAT*

Action:

Timing:

1034-205

EPISODE #

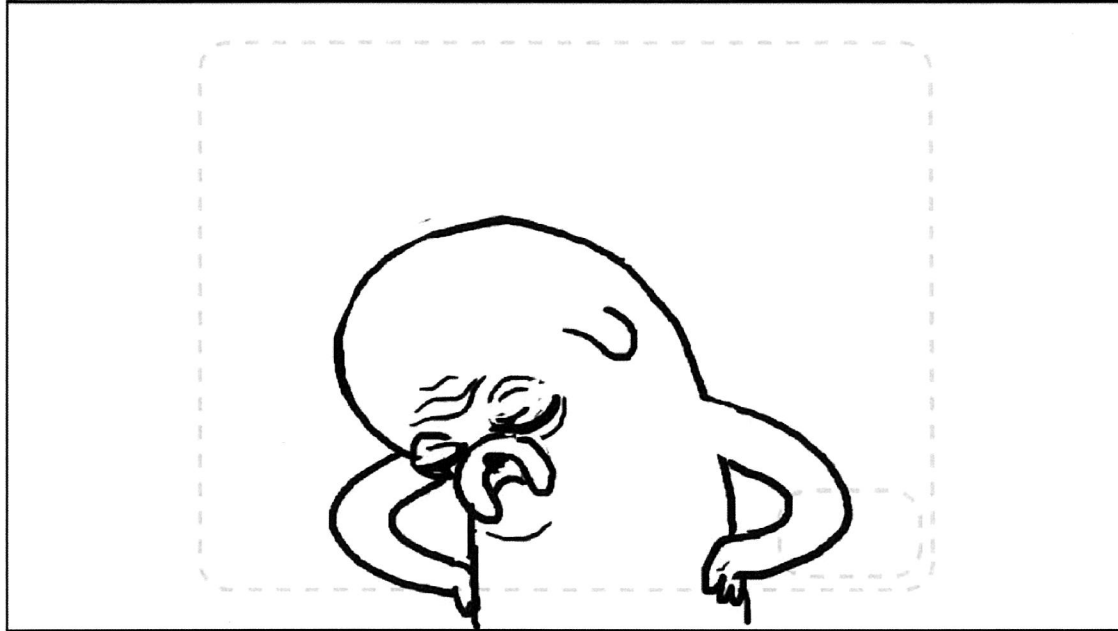
Production :

ADVENTURE TIME

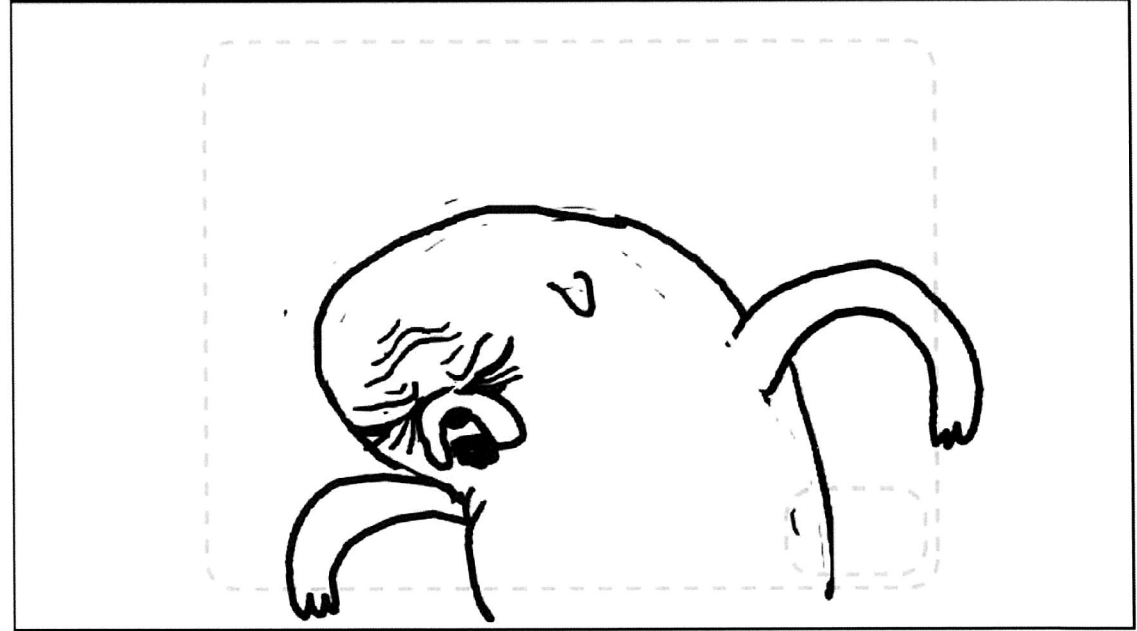


Page 185

Sc. 137 Pnl. E Bg. day night



Sc. 137 Pnl. F Bg. day night



Dialog:

① *DEEP BREATH IN*

Action:

* LONG PAUSE *

Timing:

EPISODE # 1034-205

Production :

ADVENTURE TIME



Sc. 137 Pnl. 6 Bg. day night

Sc. 137 Pnl. 4 Bg. day night

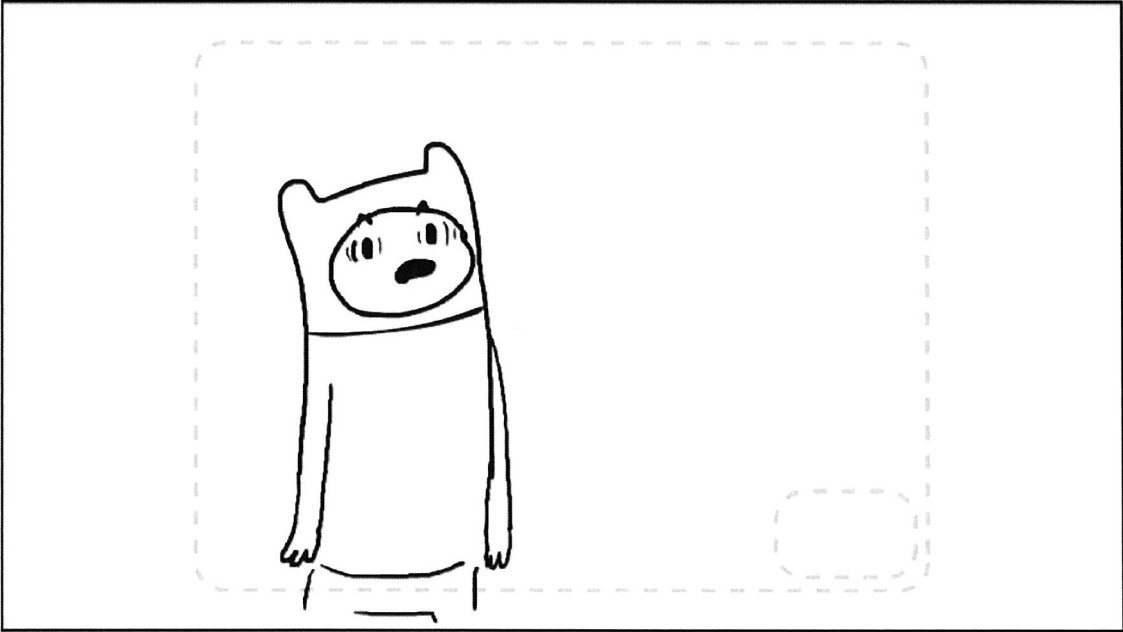
Dialog:	<div>SFX(FROM J) PERFECT CHEERY BIRD CHIRPS</div> <div>SFX DIFFERENT BIRD CHIRPS (LIKE FROM 1ST VIGNETTE)</div>
Action:	
Timing:	

EPISODE # 1034-205
Production :

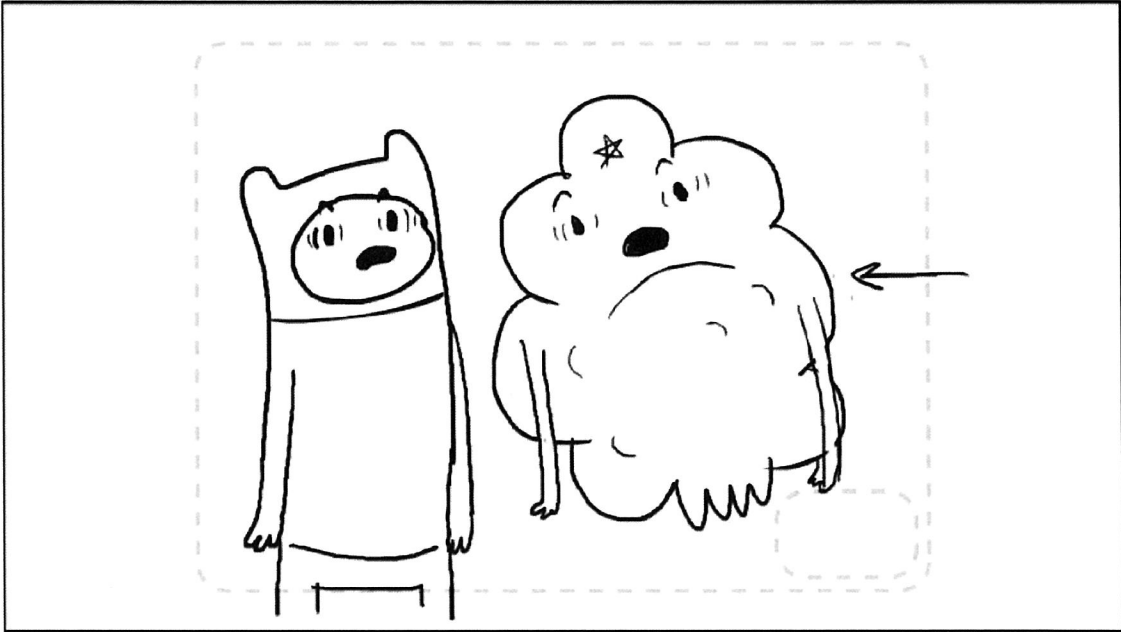
ADVENTURE TIME



Sc. 138 Pnl. A Bg. day night



Sc. 138 Pnl. B Bg. day night



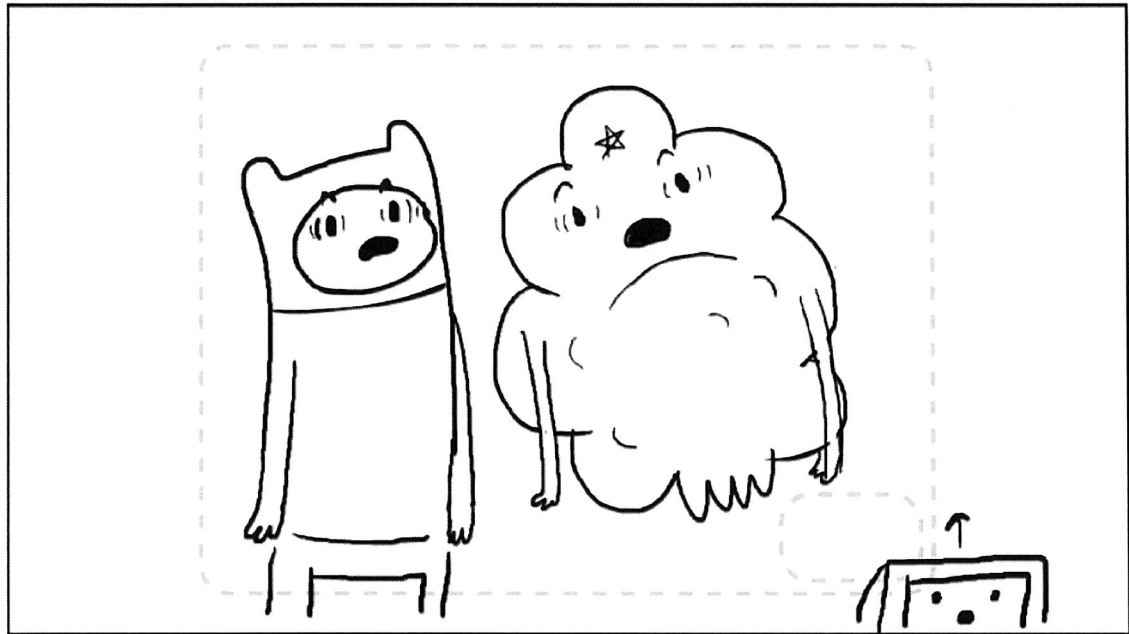
Dialog:	SFX (O/S) BIRD CHIRP, CONT.	
Action:	FINN, TRANSFIXED	LSP SLIDES IN FROM O/S R
Timing:		

EPISODE # 1034-205
Production :

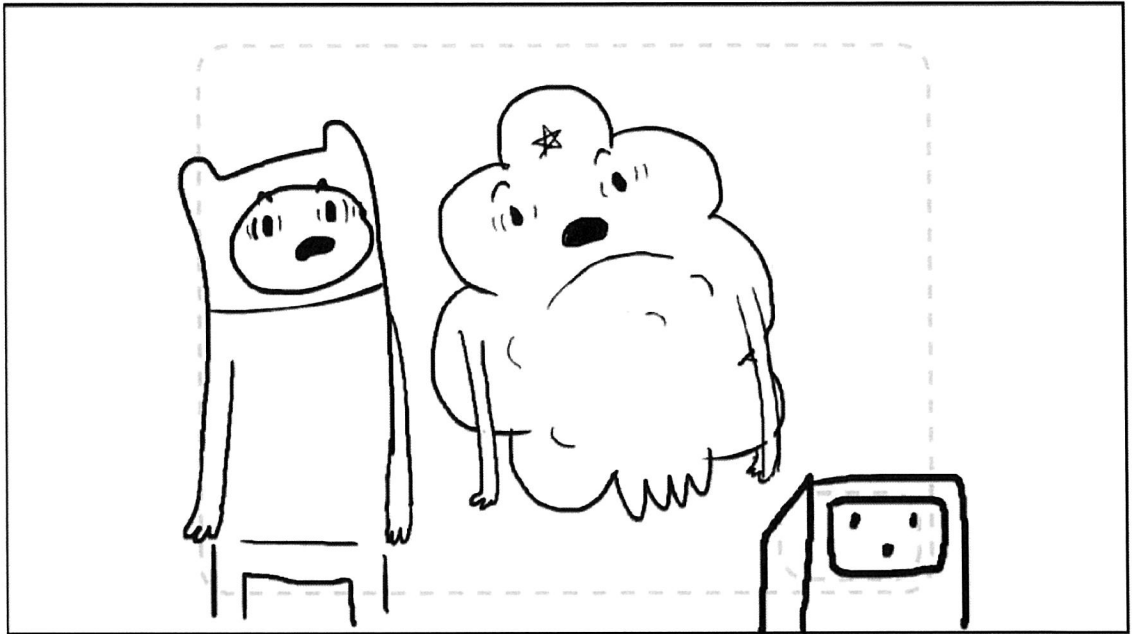
ADVENTURE TIME



Sc. 138 Pnl. C Bg. day night



Sc. 138 Pnl. D Bg. day night



Dialog:

Action: BMO SLIDES IN

Timing:

1034-205

EPISODE #

Production :

ADVENTURE TIME

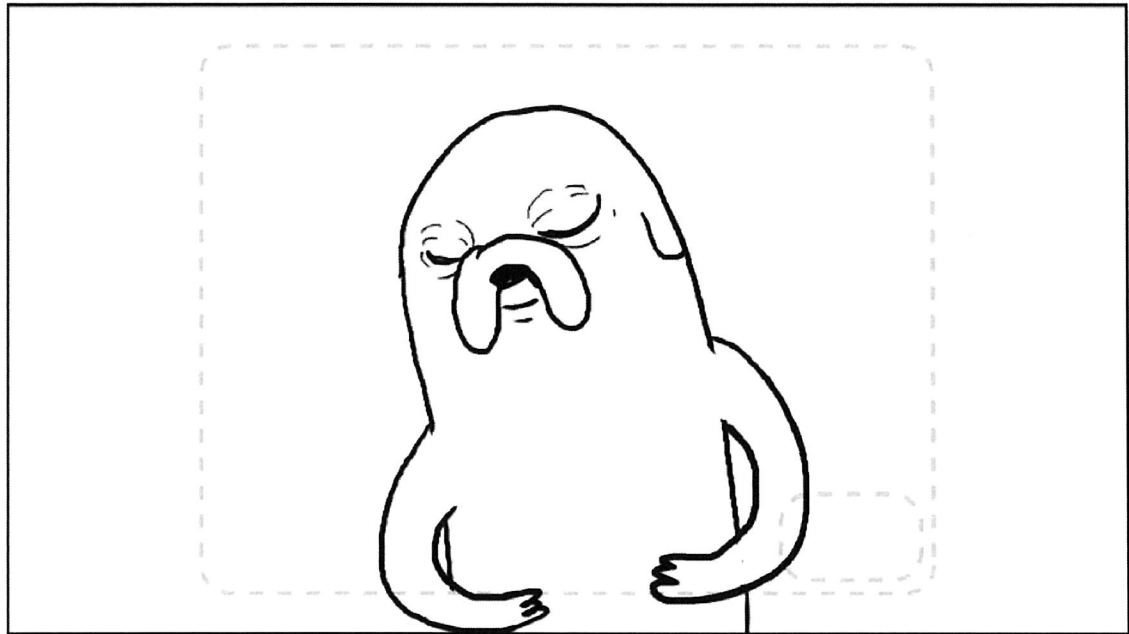


Sc. 139

Pnl. A

Bg.

day night

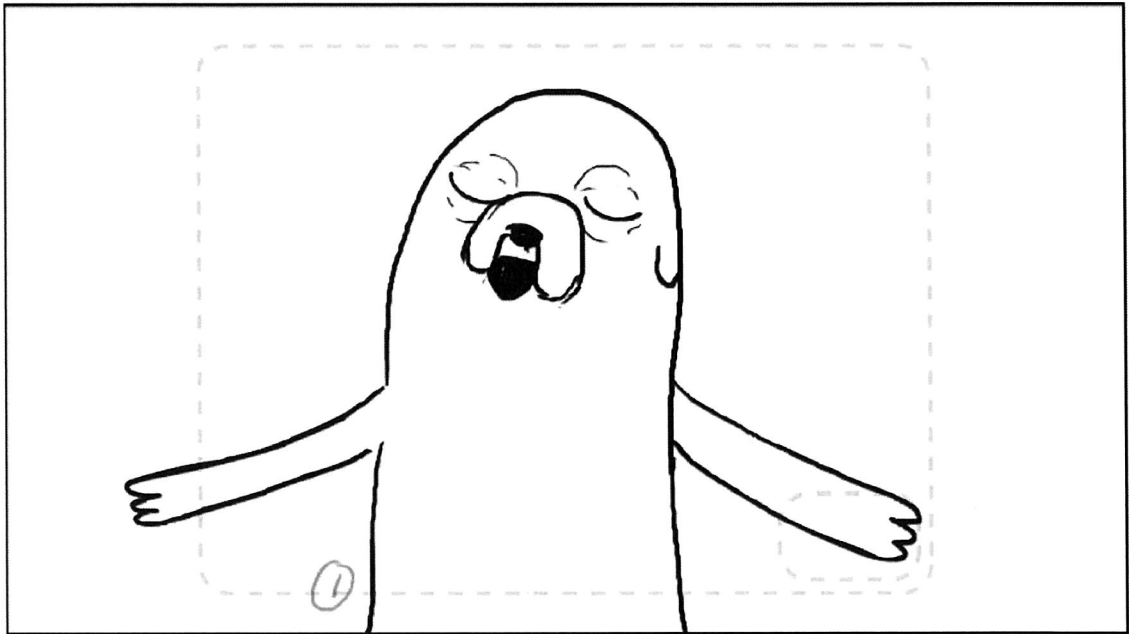


Sc. 139

Pnl. B

Bg.

day night



Dialog:

Action:

JAKE DANCES

Timing:

SFX (J) RELAXING RIVER + STREAM +
FROG NOISES
(LIKE FROM 2ND VIGNETTE)



1034-205

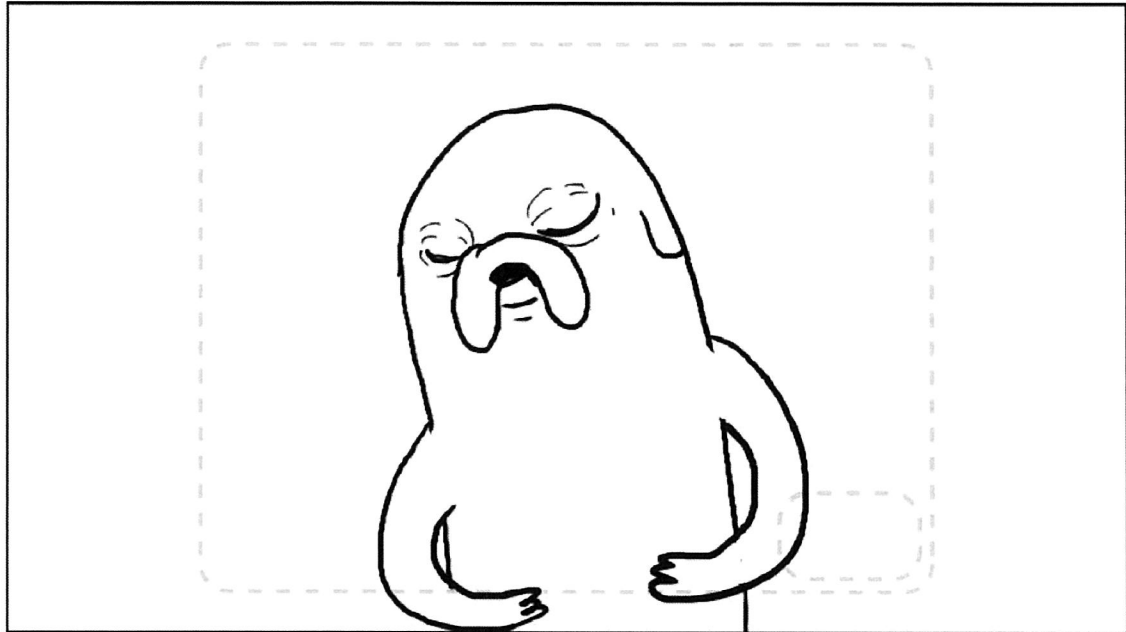
EPISODE #

Production :

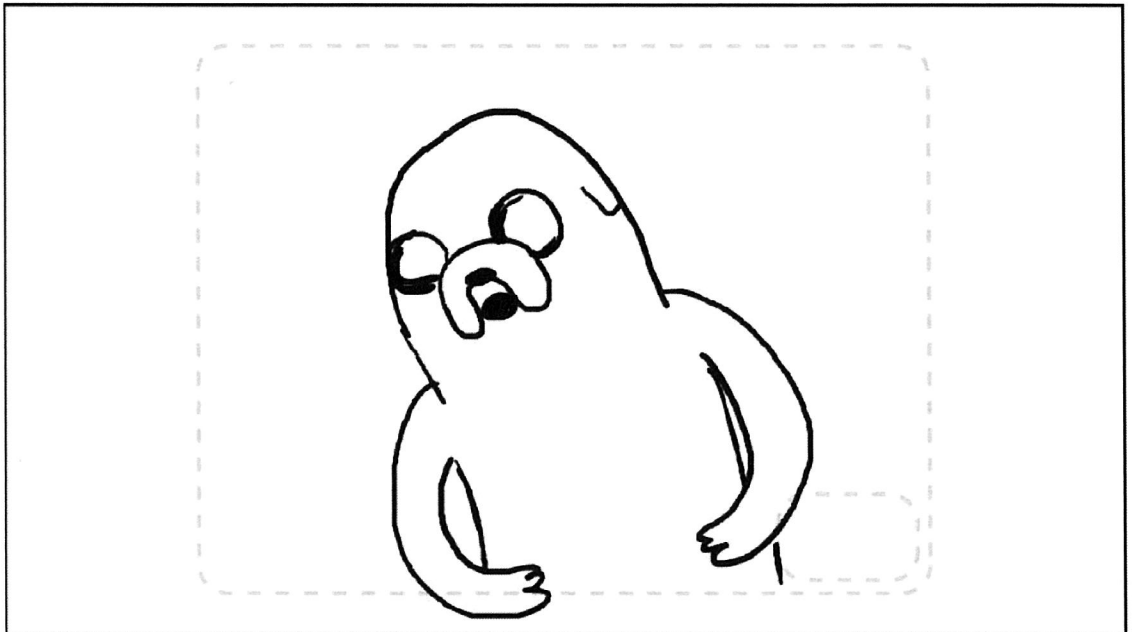
ADVENTURE TIME



Sc. 139 Pnl. C Bg. day night



Sc. 139a Pnl. D Bg. day night



Dialog:	(J)*DEEP BREATH IN*
Action:	JAKE PAUSES AGAIN
Timing:	

1034-205

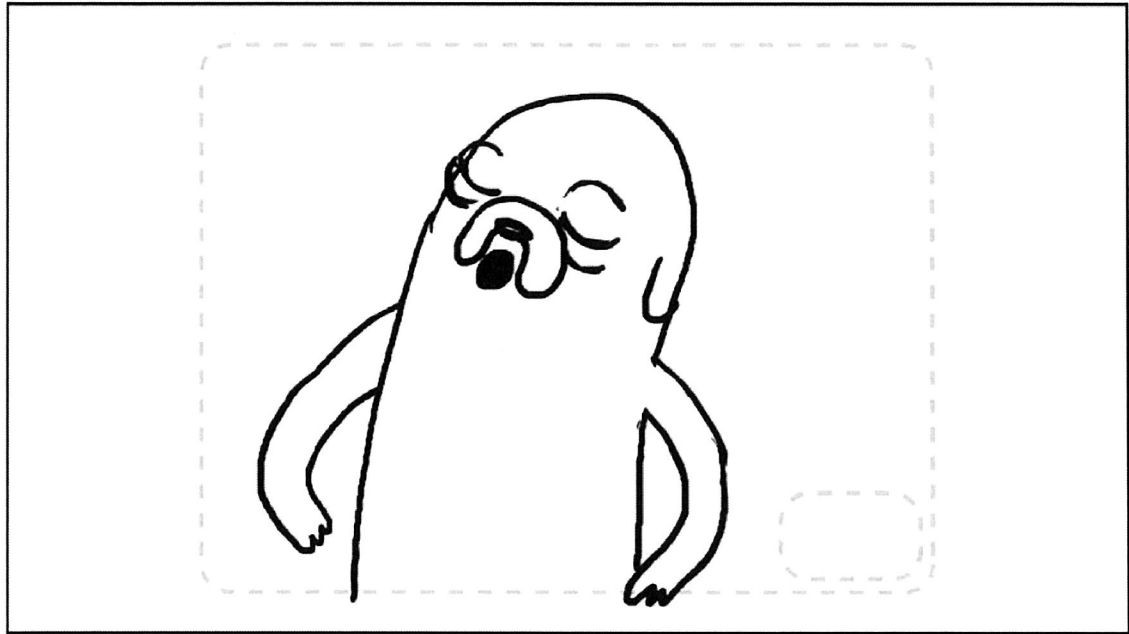
EPISODE #

Production :

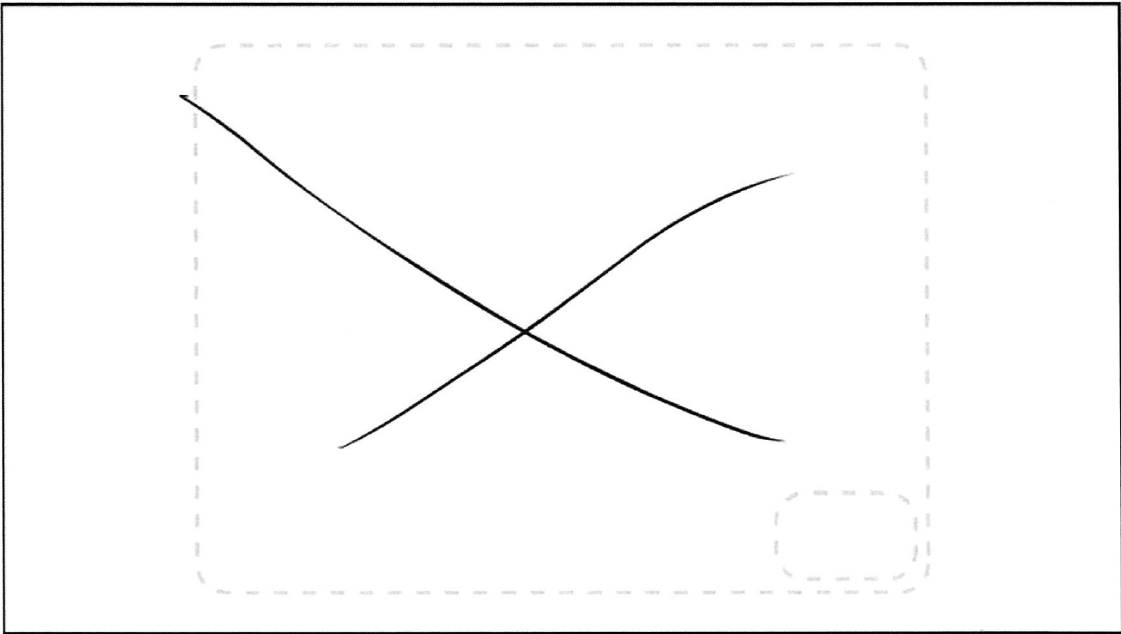
ADVENTURE TIME



Sc. 179 Pnl. E Bg. day night



Sc. Pnl. Bg. day night



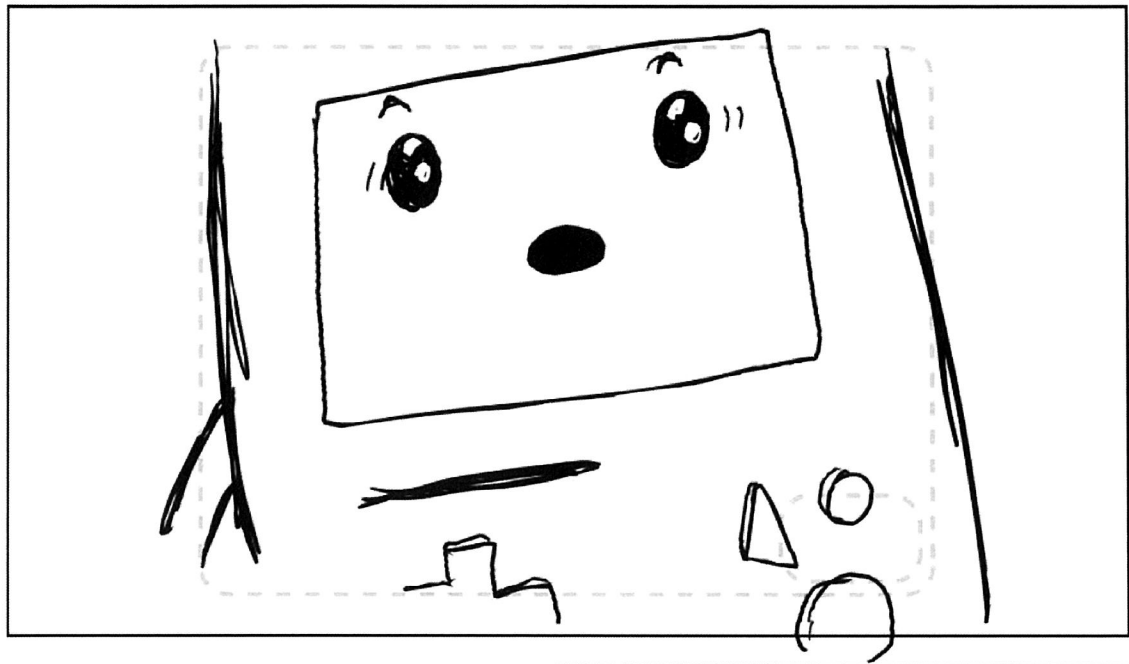
Dialog:	SFX: FULL SOUNDSCAPE w/ STREAM, BIRDS, WIND, ANIMALS
Action:	(SUNNY DAY SERENE AMBIENCE)
Timing:	

EPISODE # 1034-205
Production :

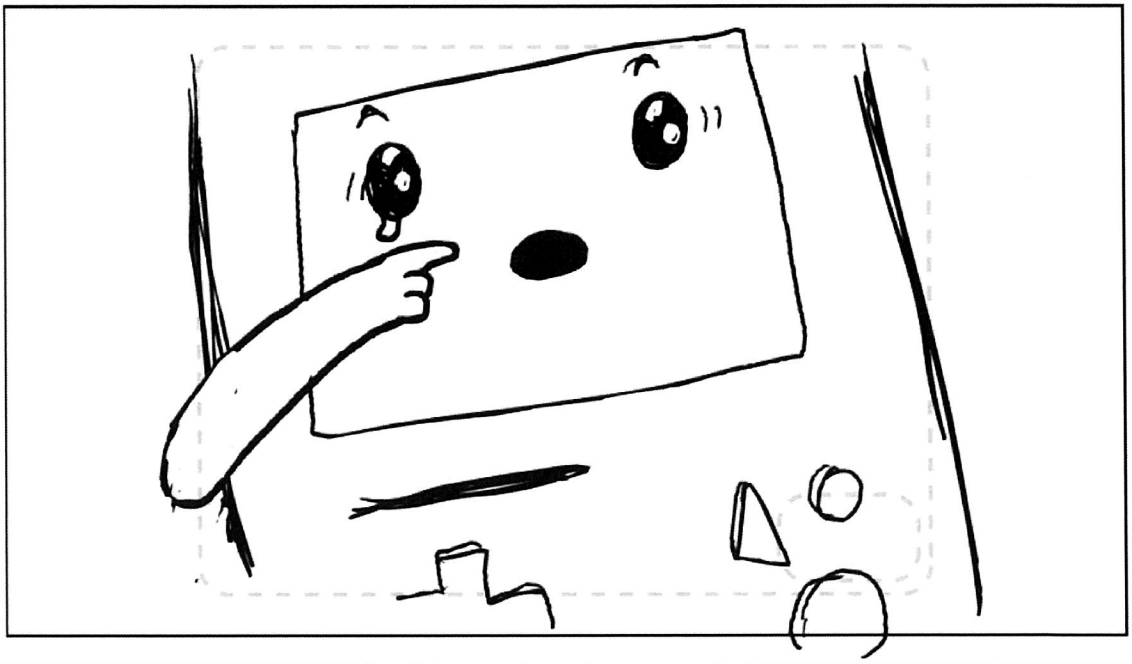
ADVENTURE TIME



Sc. 140 Pnl. A Bg. day night



Sc. 140 Pnl. B Bg. day night



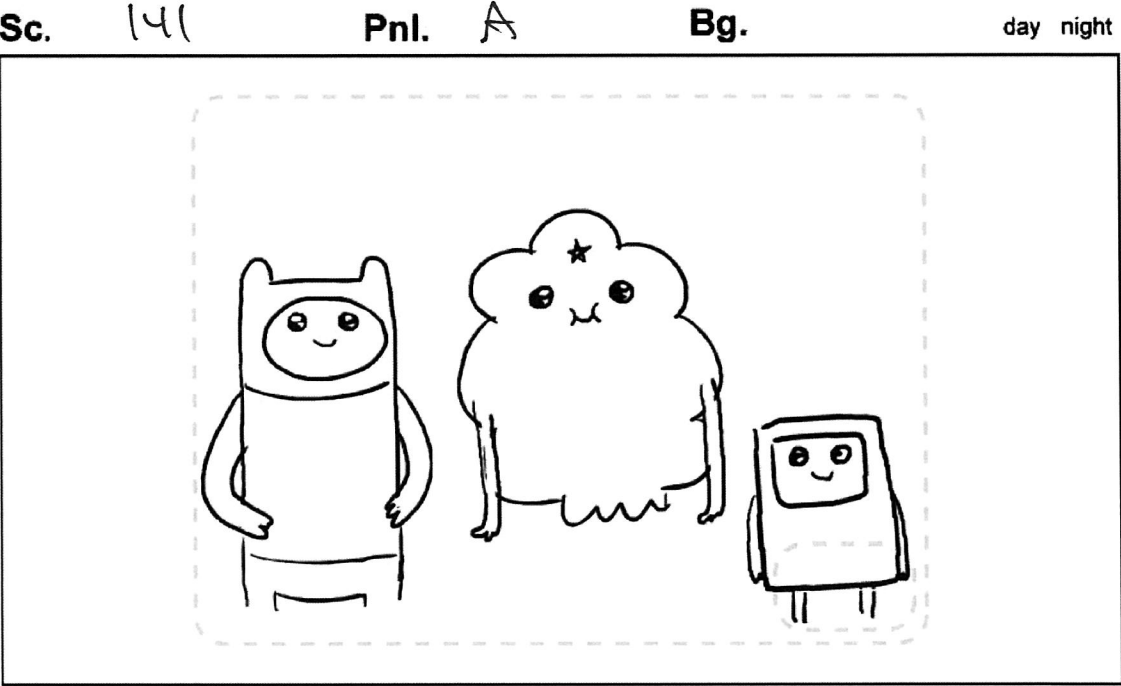
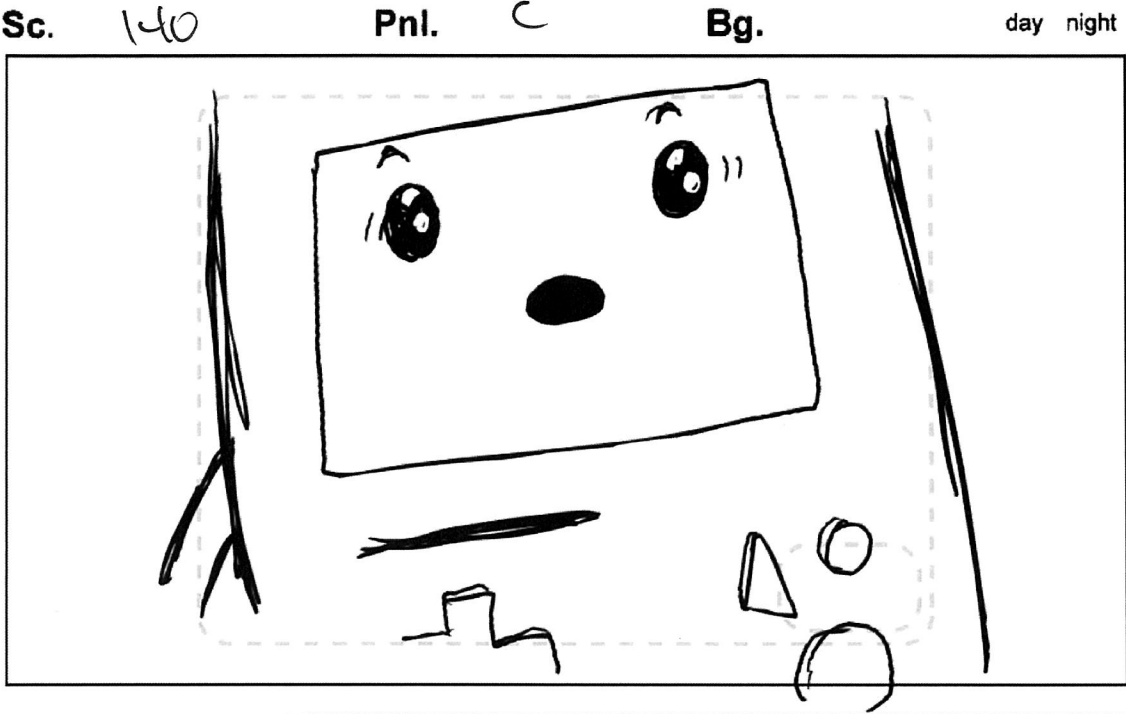
Dialog:	JAKE FX O/S CONT	
Action:	BMO EYES + LIP QUIVERING	BMO WIPES SINGLE TEAR
Timing:		

1034-205

EPISODE #

Production :

ADVENTURE TIME



Dialog:	(BMO) IT IS SO BEAUTIFUL JAKE FX O/S CONT
Action:	LOOKING HAPPY
Timing:	

ADVENTURE TIME



Sc. 141 Pnl. B Bg. day night

Sc. 141 Pnl. C Bg. day night

Dialog:

JAKE FX O/S CONT _____

Action: THEY GENTLY CLOSE THEIR EYES HAZY THOUGHT CLOUD OF SUNNY DAY SURROUNDS THEM

Timing:

EPISODE # 1034-205
Production :

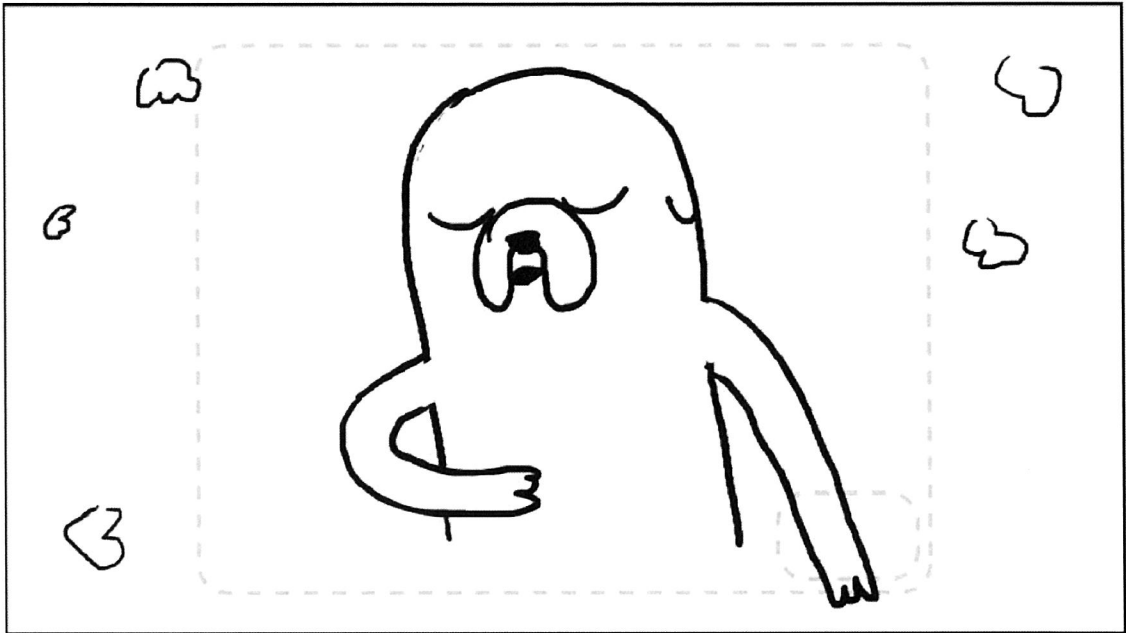
ADVENTURE TIME



Sc. 142 Pnl. A Bg. day night



Sc. 142 Pnl. B Bg. day night



Dialog:	ENDS w/ SOUNDS OF WIND + LEAVES GENTLY FALLING (LIKE 3RD VIGNETTE)	* STOPS/PAUSES *
Action:	CLOUDS SLOWLY FADE AS HE STOPS	
Timing:		

ADVENTURE TIME



Sc. 142 Pnl. C Bg. day night

Sc. 142 Pnl. D Bg. day night

Dialog:
<div>JAKE * CLEARS THROAT *</div> <div>5 * SUPER QUICK BREATH *</div>
Action:
Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 142 Pnl. E Bg. day night

Sc. 142 Pnl. F Bg. day night

Dialog:
(J) * STARTS BEATBOXING NATURE SOUNDS SLOWLY *
Action:
Timing:

EPISODE # 1034-205
Production :

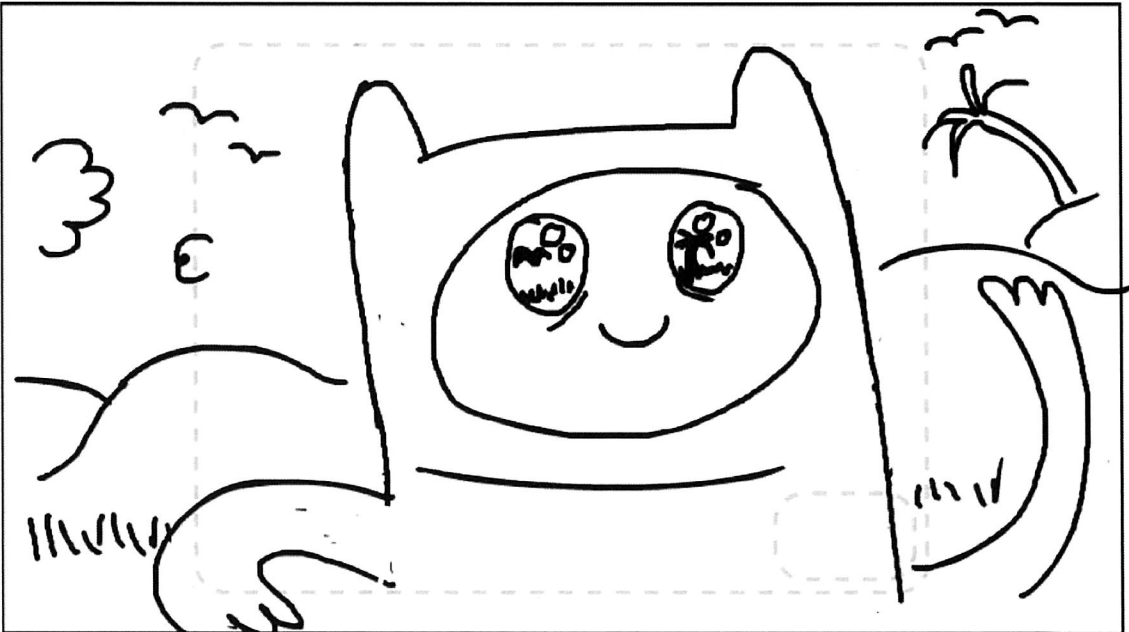
ADVENTURE TIME



Sc. 143 Pnl. A Bg. day night



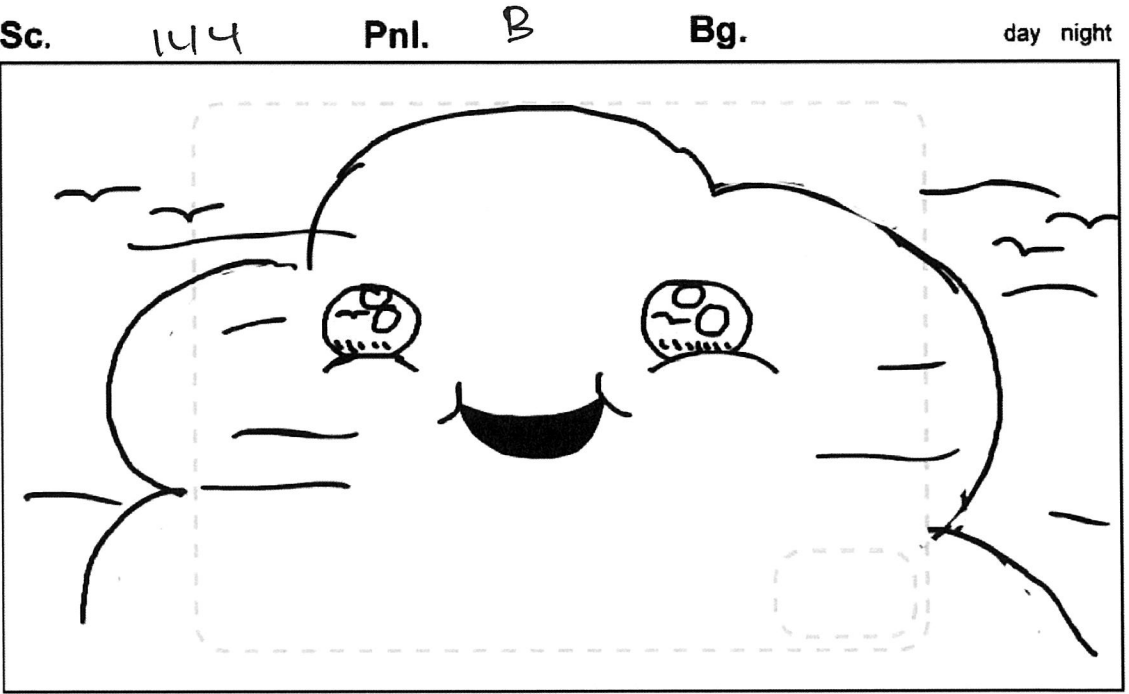
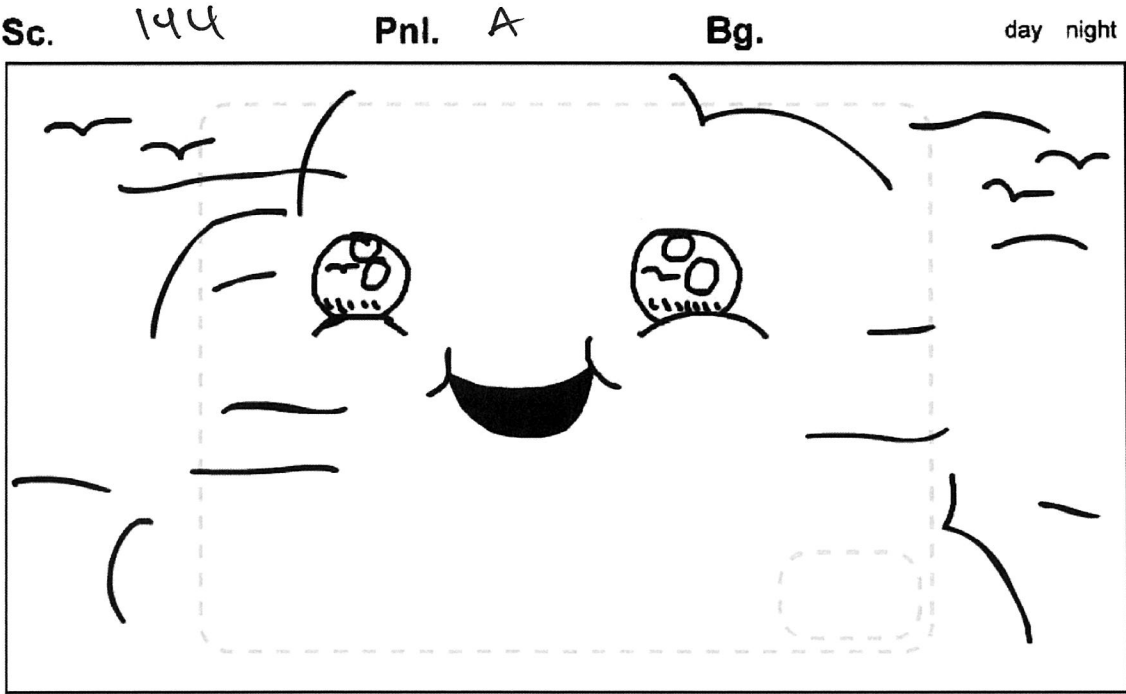
Sc. 143 Pnl. B Bg. day night



Dialog:	
Action:	BEAUTIFUL SCENE + COLORS SURROUND FINN REFLECTION OF SCENE IN EYES *HE STARTS DANCING w/ ARMS*
Timing:	(LOTS OF ANIMALS + LIKE SUNSET SCENE) COLORS

LIGHT IS HAZY +
BEAUTIFUL

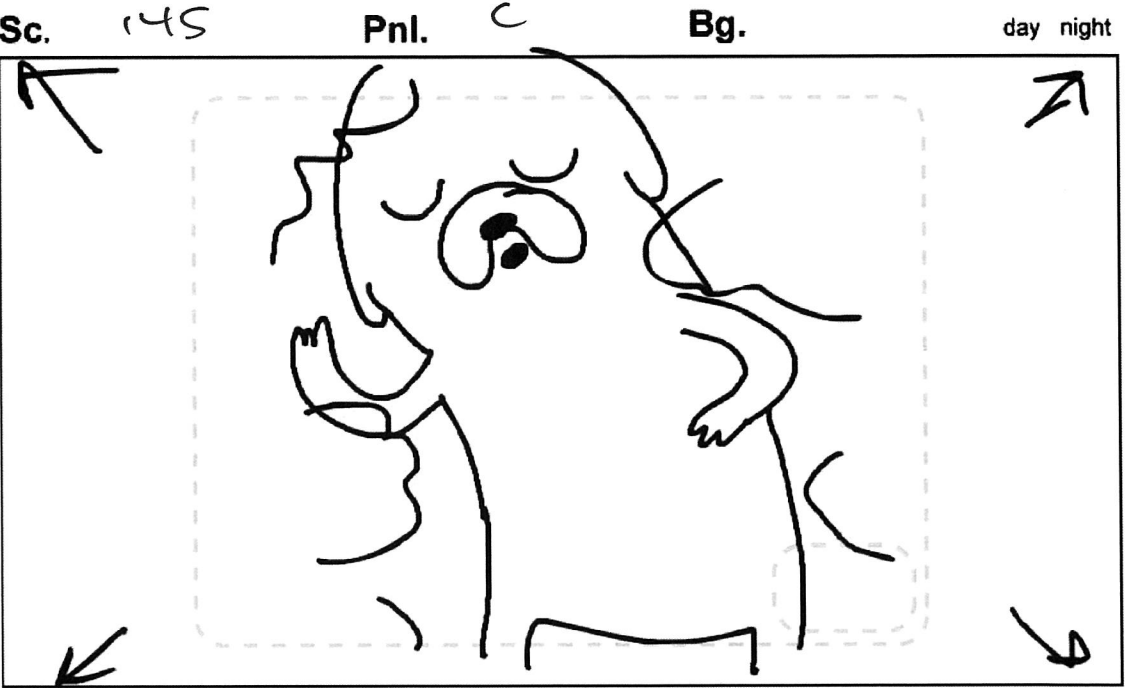
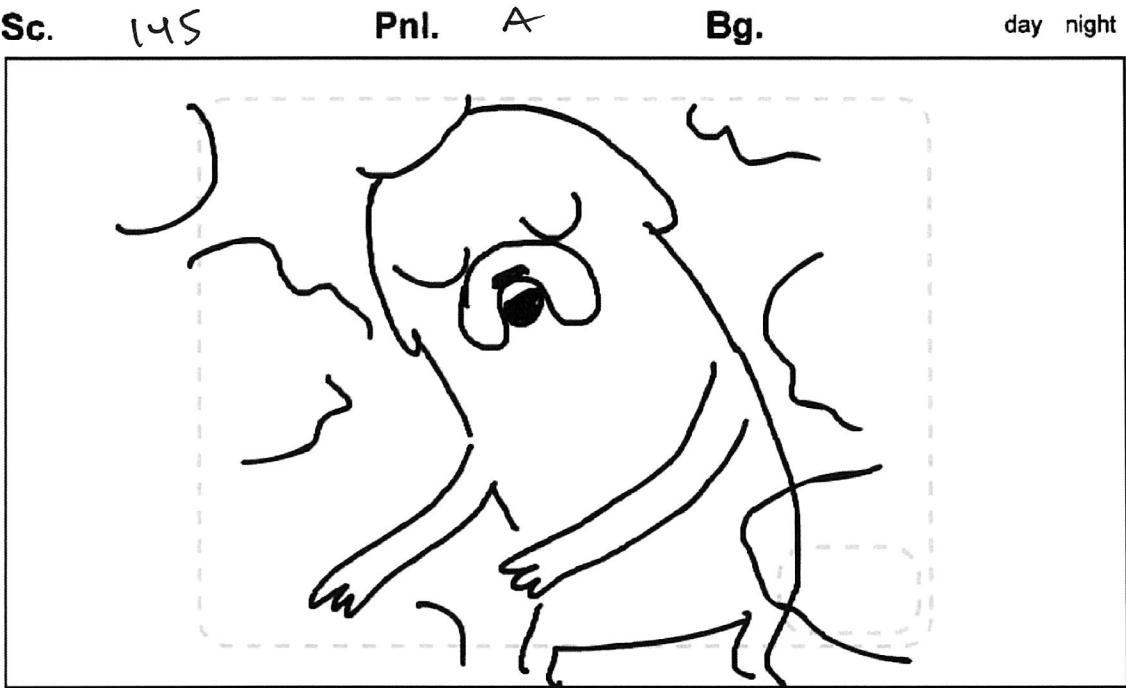
ADVENTURE TIME



Dialog:
Action: LSP IN A HAZY CLOUD OF OVERLAP COLOR w/ BIRDS & GRASS ALSO REFLECTED IN EYES *SHE BOPS / SMUSHES TO THE BEAT*
Timing:

EPISODE # 1034-205
Production :

ADVENTURE TIME

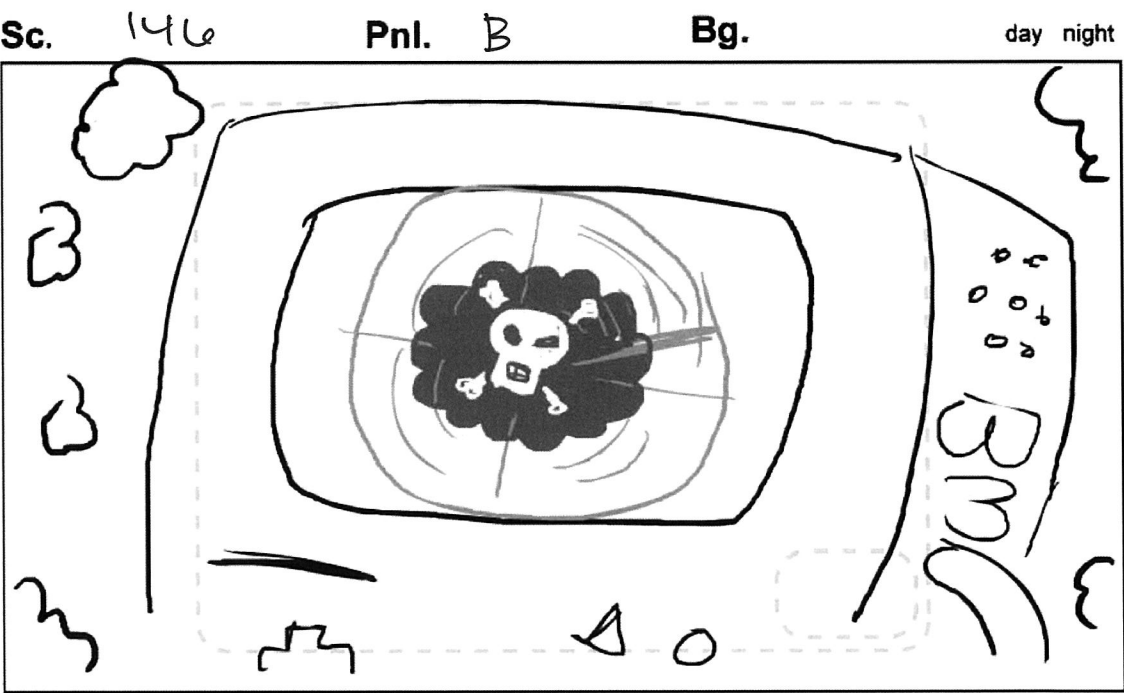
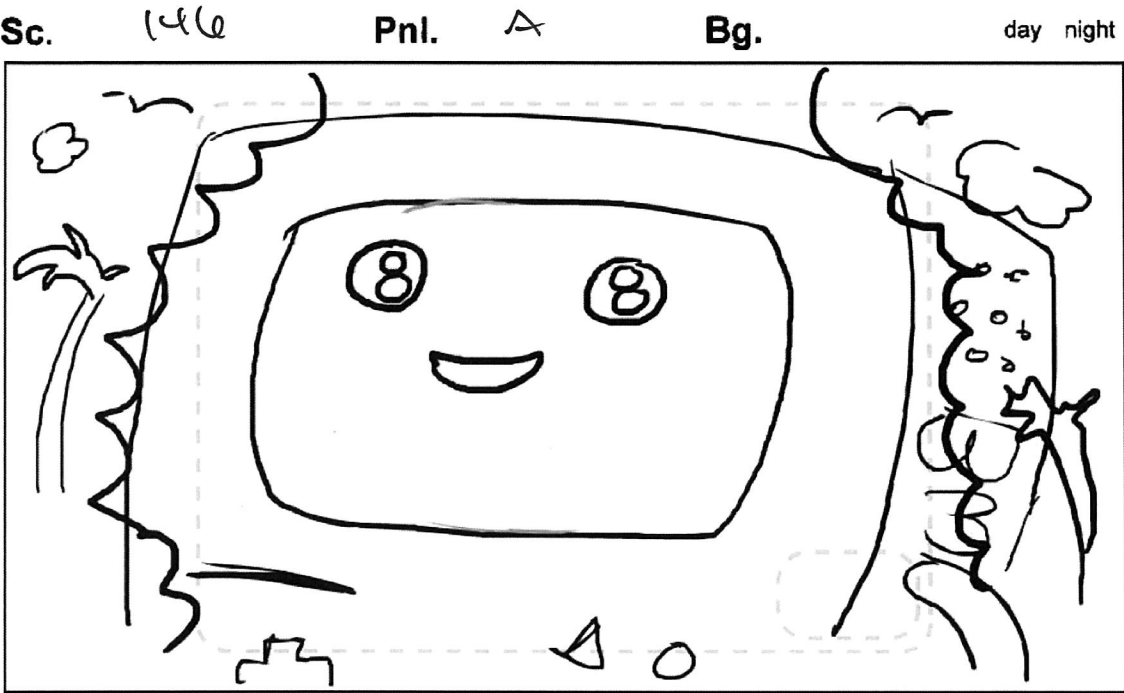


Dialog:

Action: JAKE STILL BEATBOXING SOUNDS, PACE IS PICKING UP TO FORM FULL SONG + BEAT. HAZY COLOR CLOUDS NOW STARTING TO BE OVERLAI D ON JAKE

Timing: X MAYBE CUT THESE (MIGHT NOT BE NECESSARY) CAM PULLS OUT TO →

ADVENTURE TIME

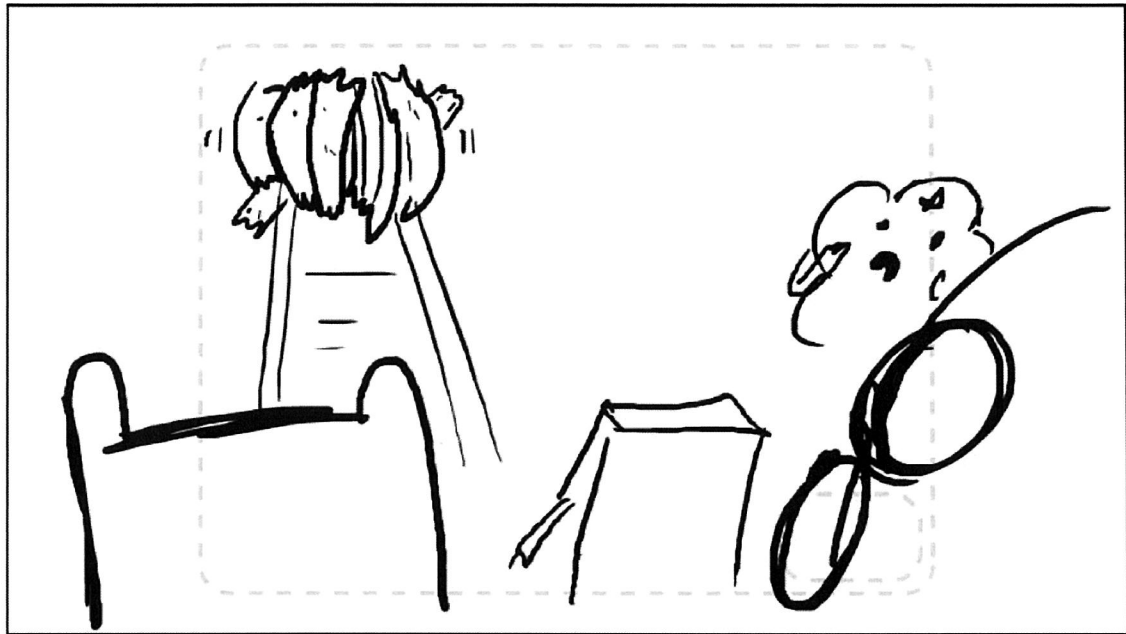


Dialog:	SFX / STORM SOUNDS, RUMBLING, WOOD CREAKING
Action:	BMD'S RADAR SHOWS STORM RIGHT ON TOP OF THEM STORM ICON FLASHES RED
Timing:	NICE HAZY SCENERY BUBBLE DISINTEGRATES

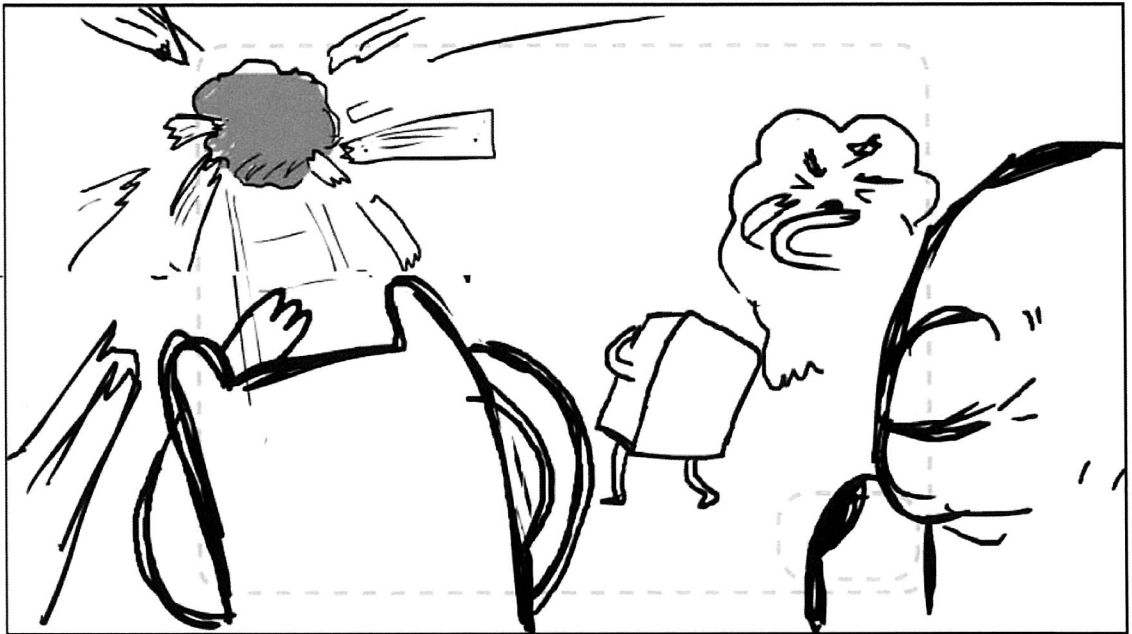
ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night



Sc. 147 Pnl. B Bg. day night



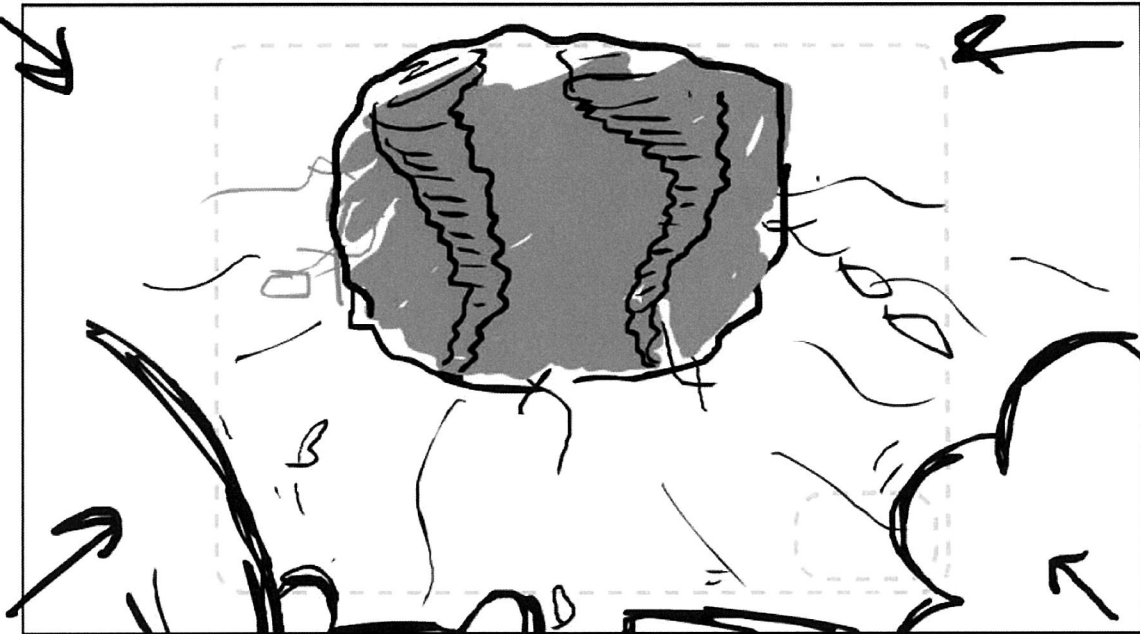
Dialog:	
Action:	CAM PULLS OUT TO SHOW ALL LOOKING AT SWELLING WOOD LEFT ON DOOR WOOD EXPLODES OFF DOOR & FLIES PAST CAM
Timing:	

EPISODE # 1034-205
Production :

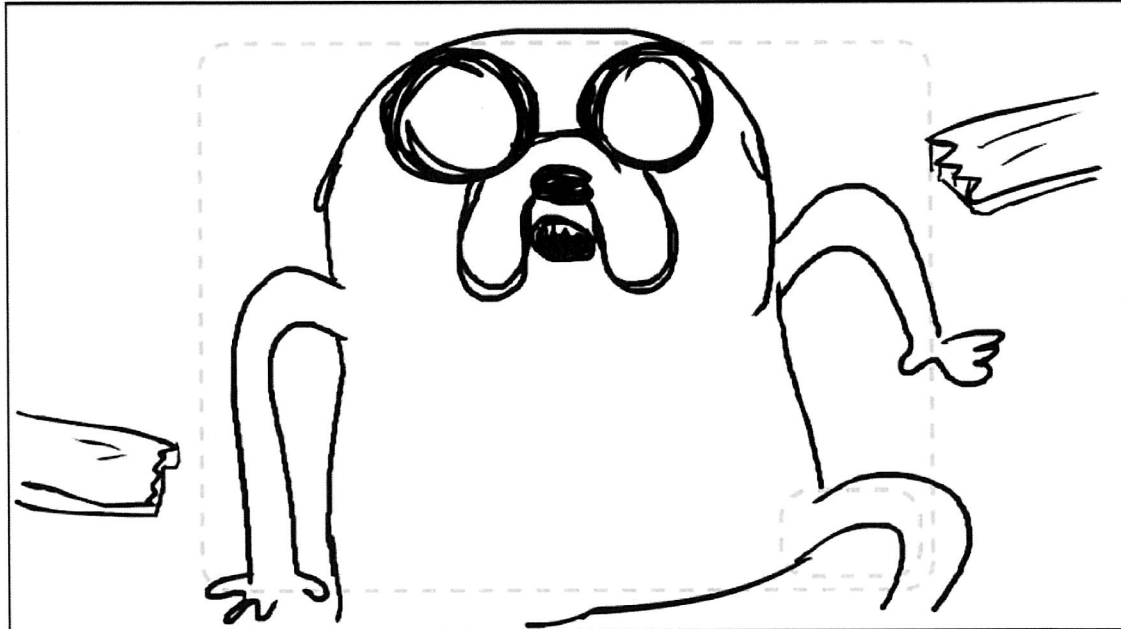
ADVENTURE TIME



Sc. 147 Pnl. C Bg. day night



Sc. 148 Pnl. A Bg. day night



Dialog:

SFX/STORM CLIMAX

⑤ HOLY TORNADO TWINS!

Action:

WIND & DEBRIS BLOWING IN
CHARACTERS BLOWING IN WIND &
EVERYTHING RUMBLING

Timing:

2 tornados can be seen outside

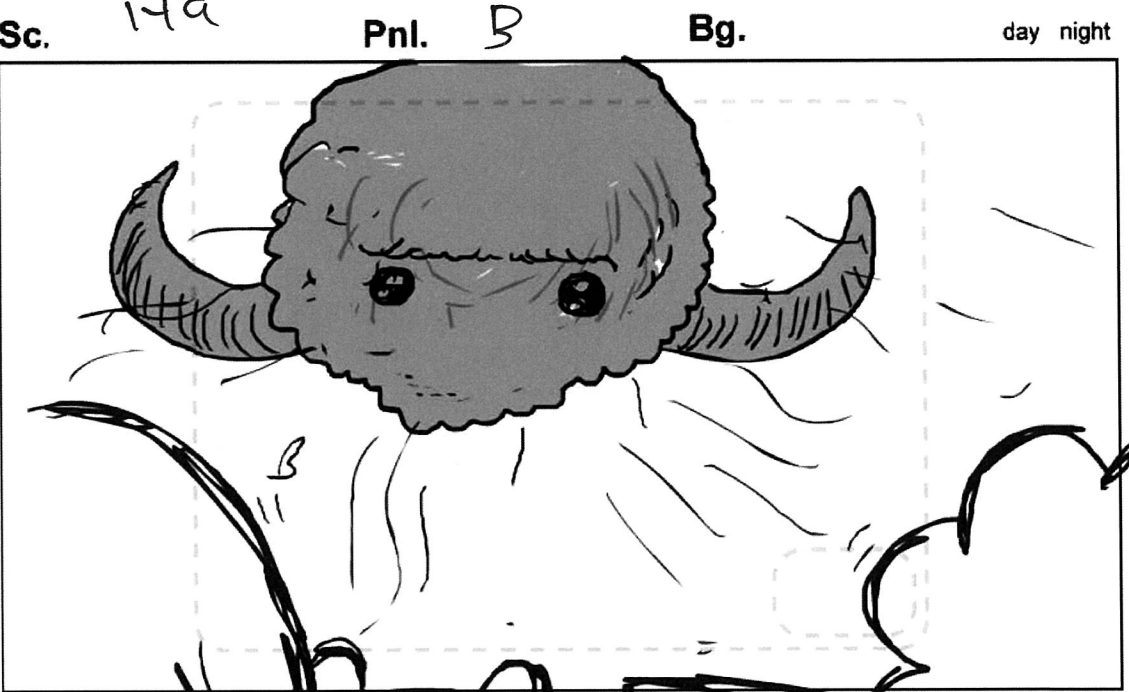
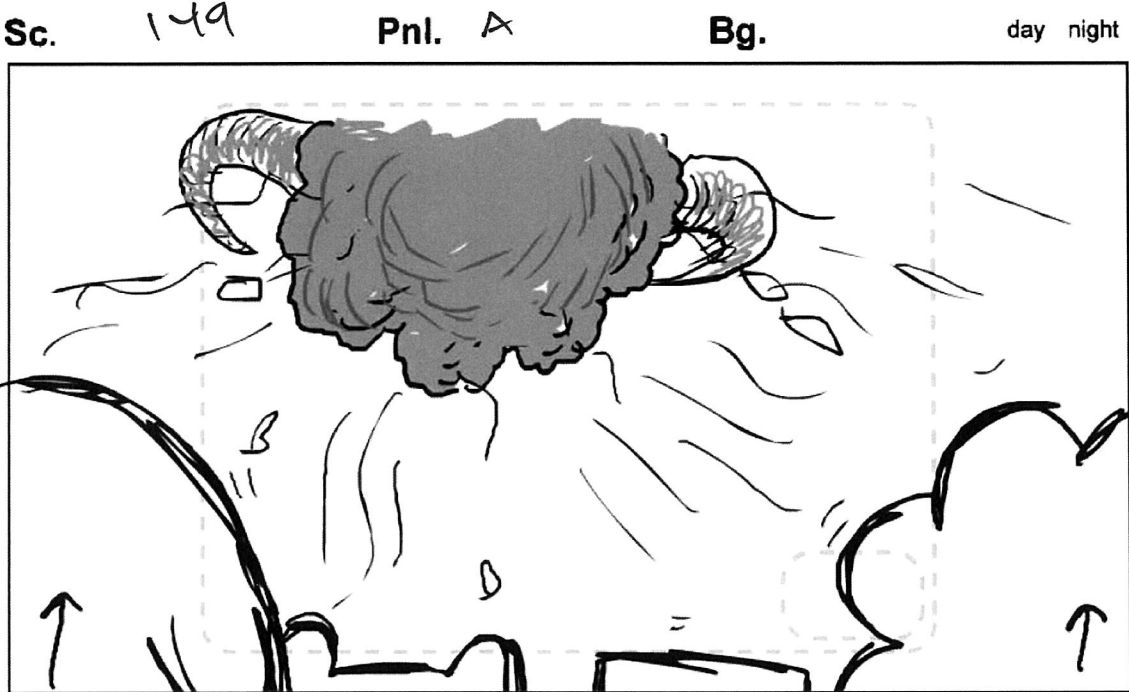
CAM ZOOM FROM PREV PNL

1034-205

EPISODE #

Production :

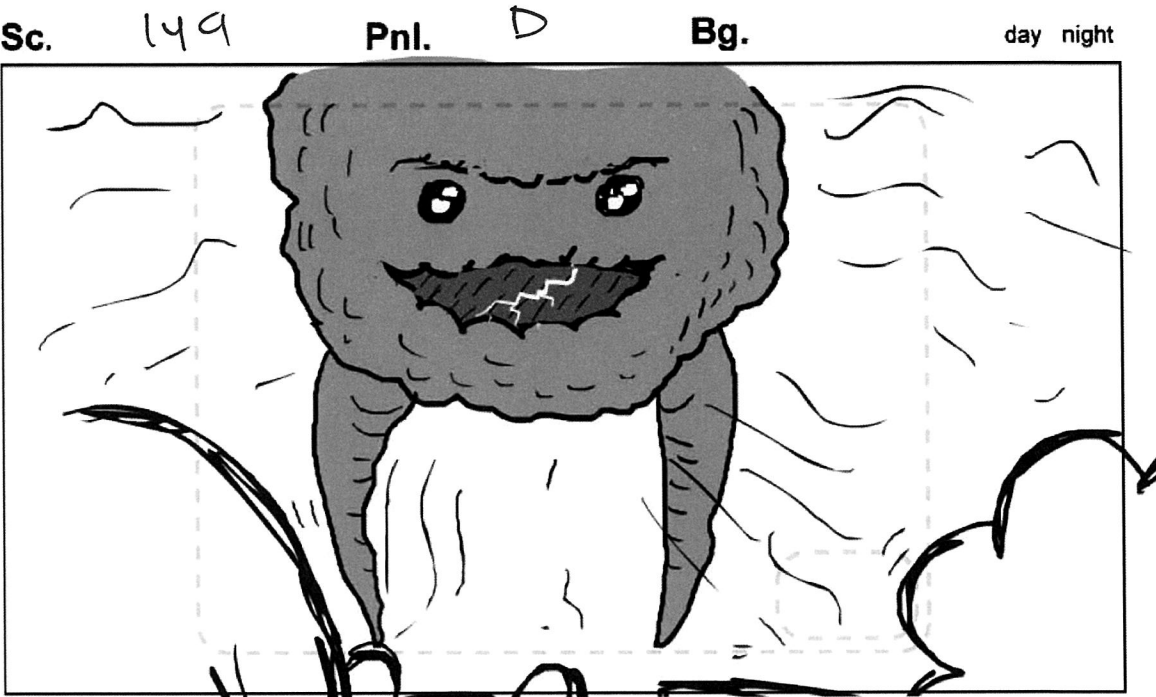
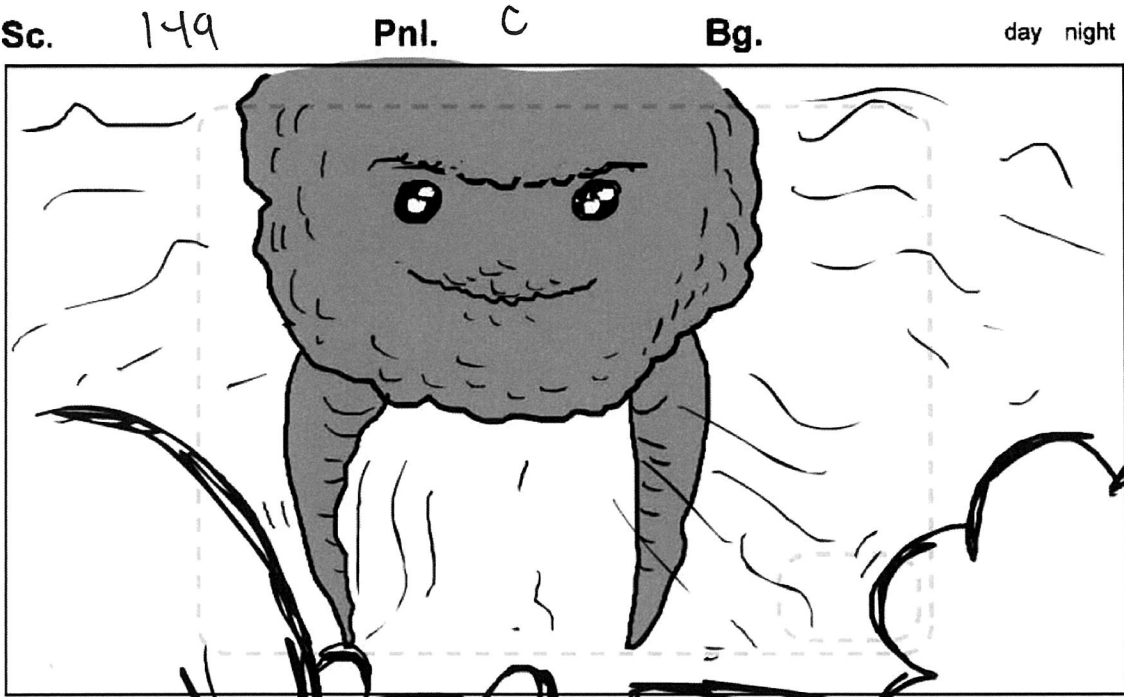
ADVENTURE TIME



Dialog:	
Action:	A CLOUDY LOOKING OBJECT PUSHES IN THE DOOR W/ TORNADOS
Timing:	CAM SLOWLY MOVING UP
HEAD PUSHES DOWN + TORNADO ARMS SWING DOWN	

EPISODE # 1034-205
Production :

ADVENTURE TIME

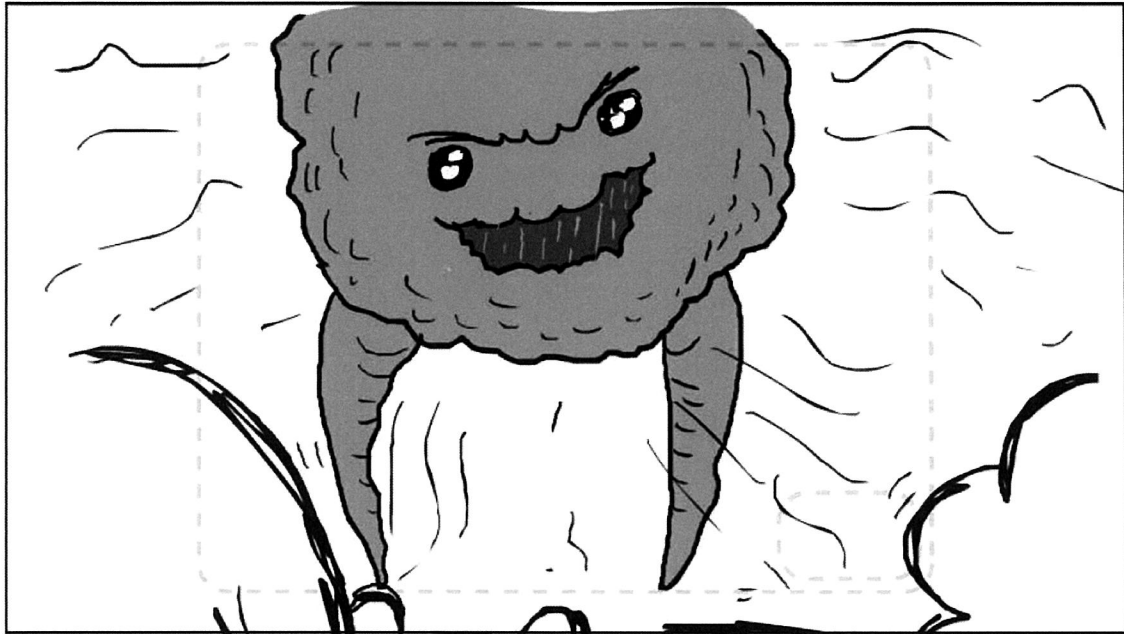


Dialog:	SFX/ INTENSE STORM	SFX/ LIGHTNING STRIKE
Action:	MOUTH OPENS TO SHOW RAIN + A LIGHTNING STRIKE TORNADO ARMS DANGLE, STORM UPPER BODY LODGED IN HOLE	
Timing:		

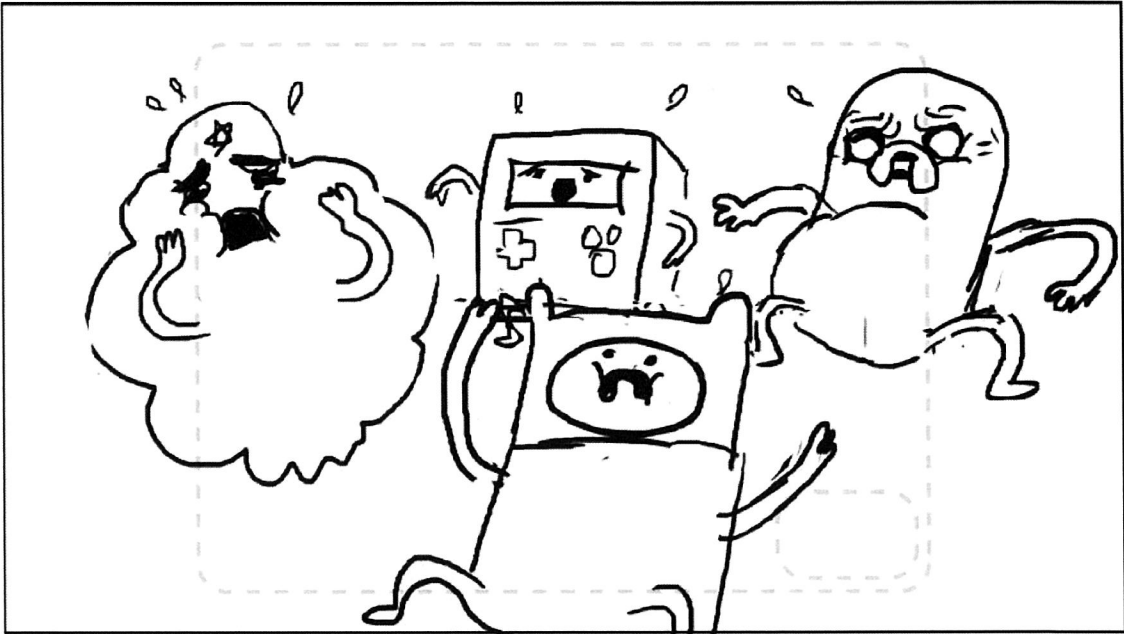
ADVENTURE TIME



Sc. 149 Pnl. E Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog:	(STORM) PEEKABOO! -IMMA HURT YOU!	(LSP) NO! (BMD) GASP (FINN) DON'T HURT US!
Action:	ALL PINNED TO THE GROUND B/C OF WIND FORCE	
Timing:		

1034-205

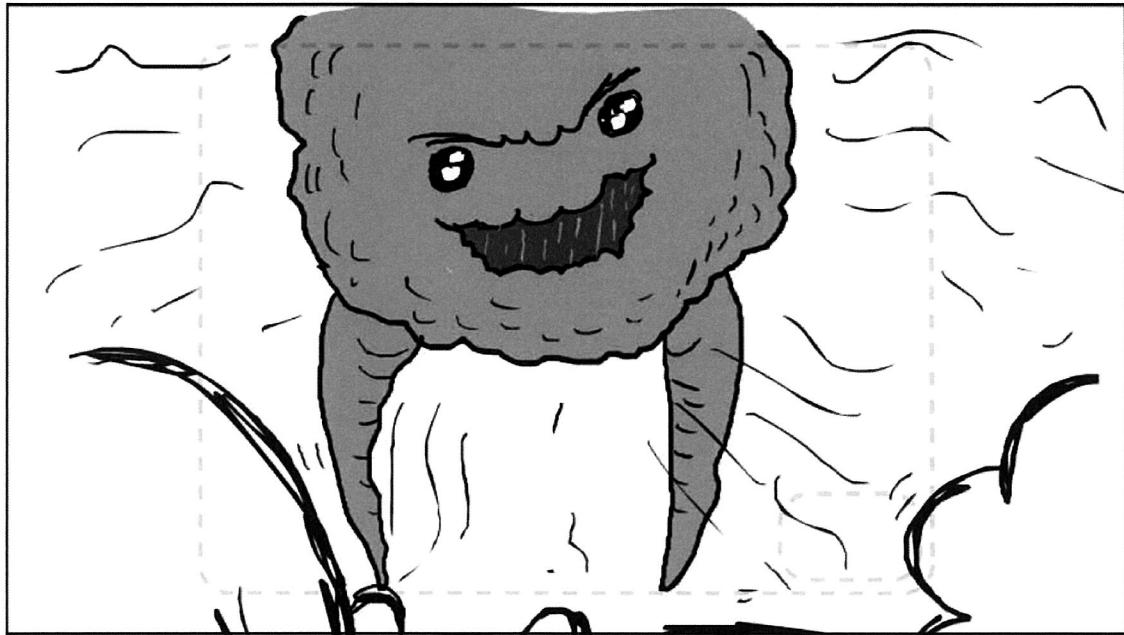
EPISODE #

Production :

ADVENTURE TIME



Sc. 151 Pnl. A Bg. day night



Sc. 152 Pnl. A Bg. day night

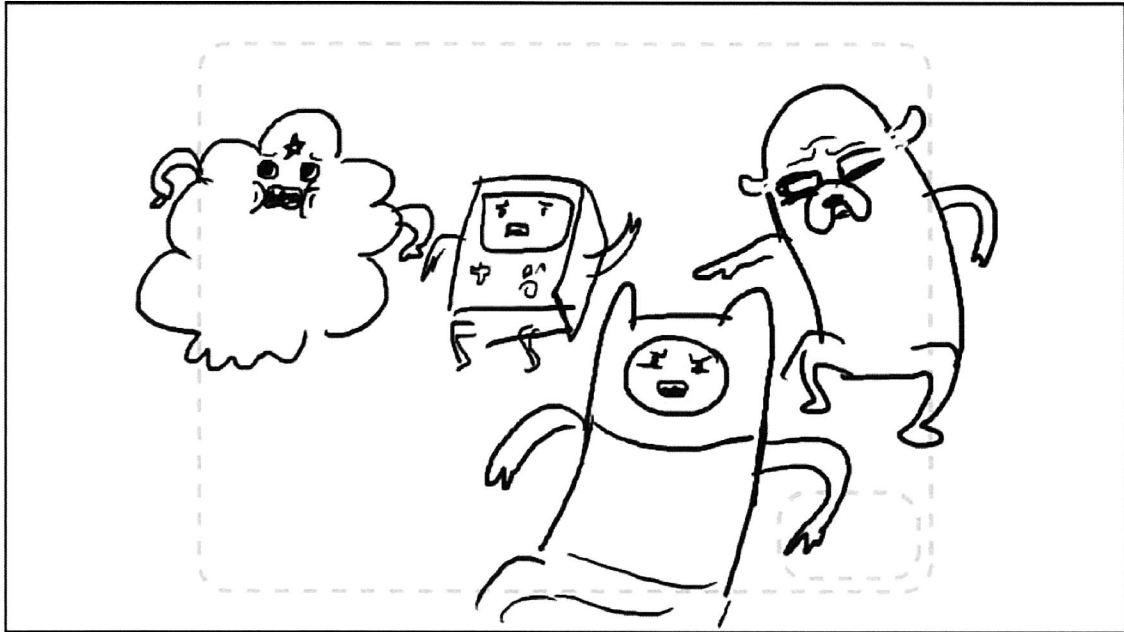


Dialog:	<p>(STORM) (BOOMING) BUT I ONLY FEEL GOOD ABOUT MYSELF WHEN I KNOCK OTHER PEOPLE DOWN!</p>	<p>(J) (to F) - I TOLD YOU, MAN - THIS STORM'S GOT AN ATTITUDE PROBLEM</p>
Action:		
Timing:		

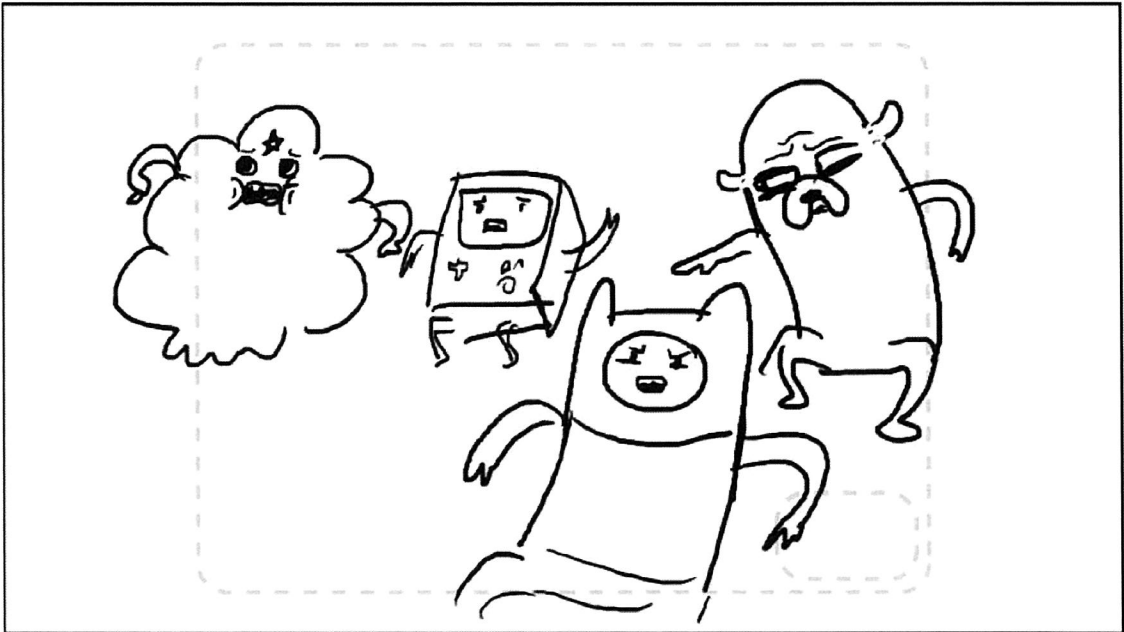
ADVENTURE TIME



Sc. 153 Pnl. A Bg. day night



Sc. 153 Pnl. B Bg. day night



Dialog:	ⓕ JAKE! YOU GOTTA HELP US GET BACK TO OUR HAPPY PLACE!	ⓕ (STRUGGLING, YELLING OVER WIND) -THE ONLY WAY TO FIGHT BAD JUBIES-
Action:	LSP CHEEKS GOING NUTS FROM WIND	
Timing:		

ADVENTURE TIME



Sc. 154 Pnl. A Bg. day night

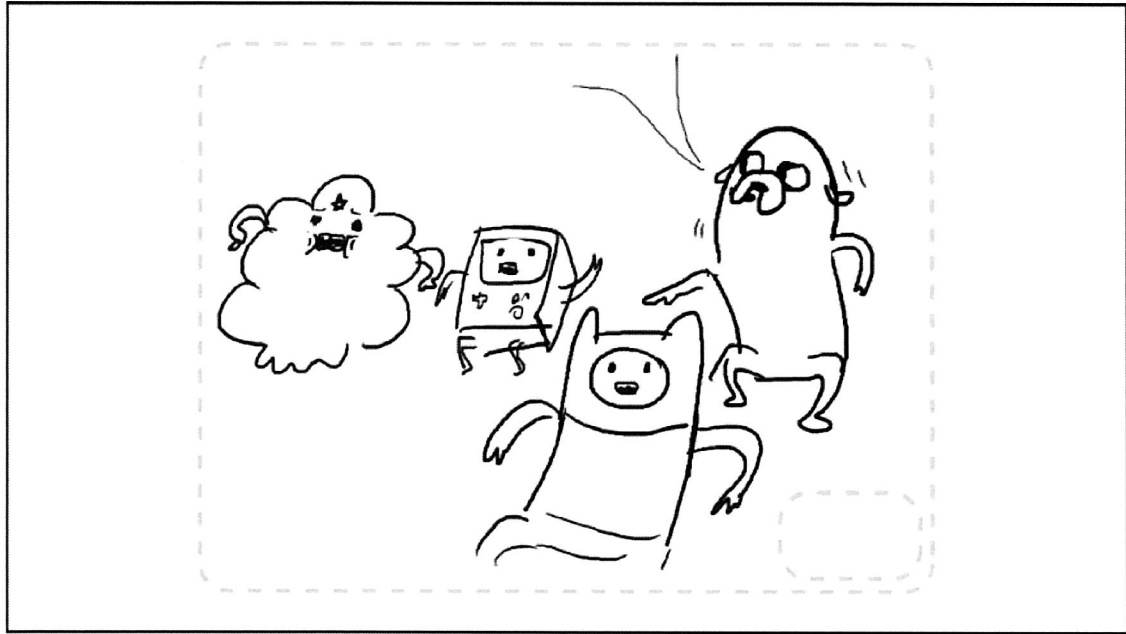
Sc. 155 Pnl. A Bg. day night

Dialog:	Ⓕ - IS WITH GOOD JUBIES!
Action:	JAKE STRUGGLES TO LIFT HIS HEAD UP
Timing:	

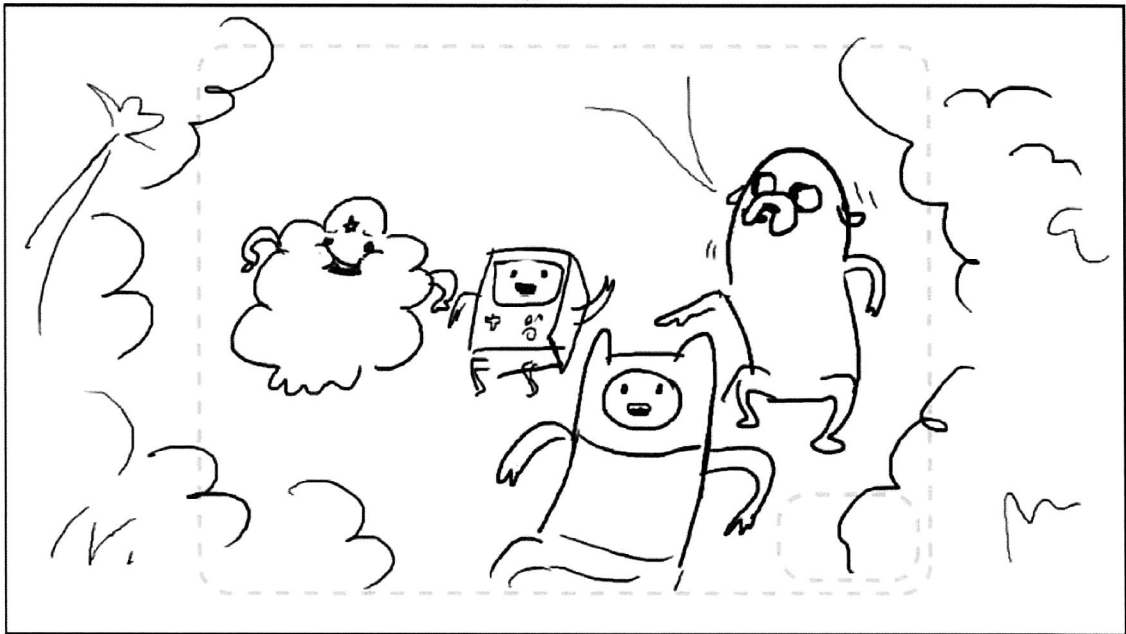
ADVENTURE TIME



Sc. 155 Pnl. B Bg. day night



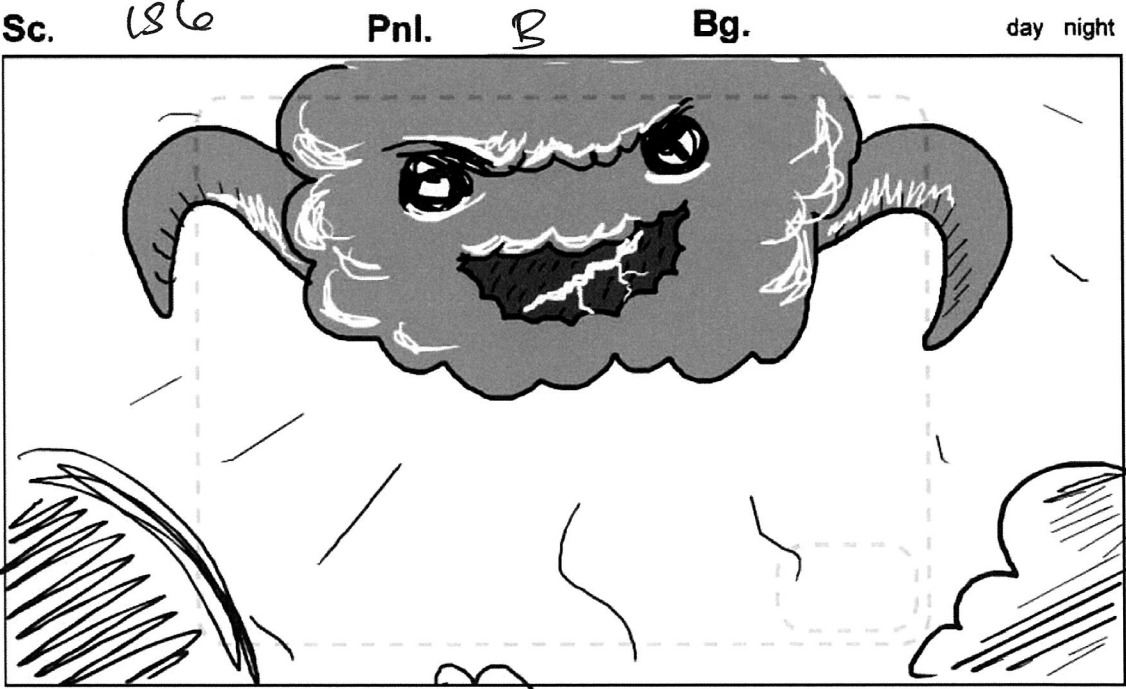
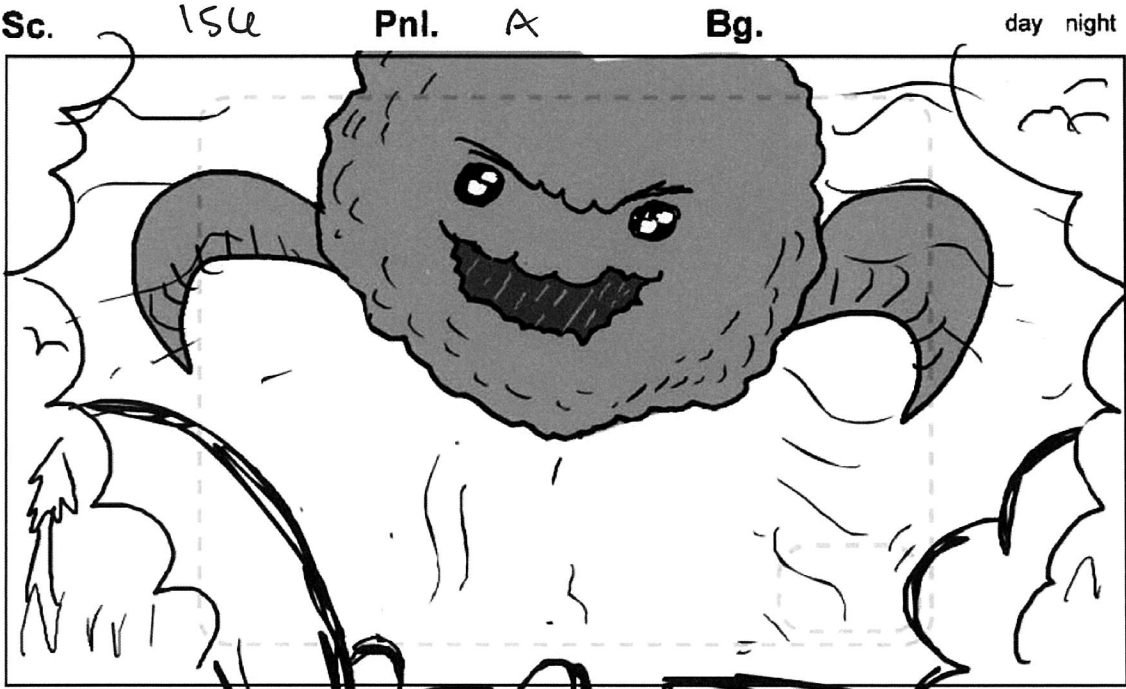
Sc. 155 Pnl. C Bg. day night



Dialog:	
JAKE FX - NATURE BEATBOX/SOUNDSCAPE	
Action:	HAZY HAPPY VISUALS COME BACK IN
Timing:	

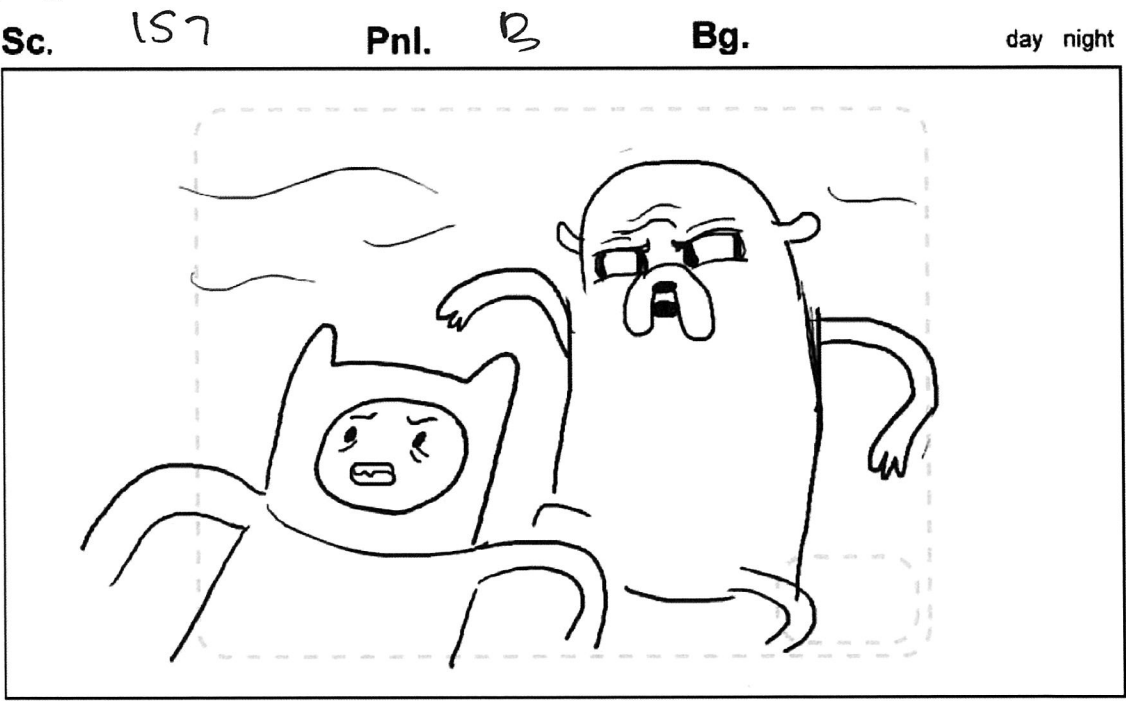
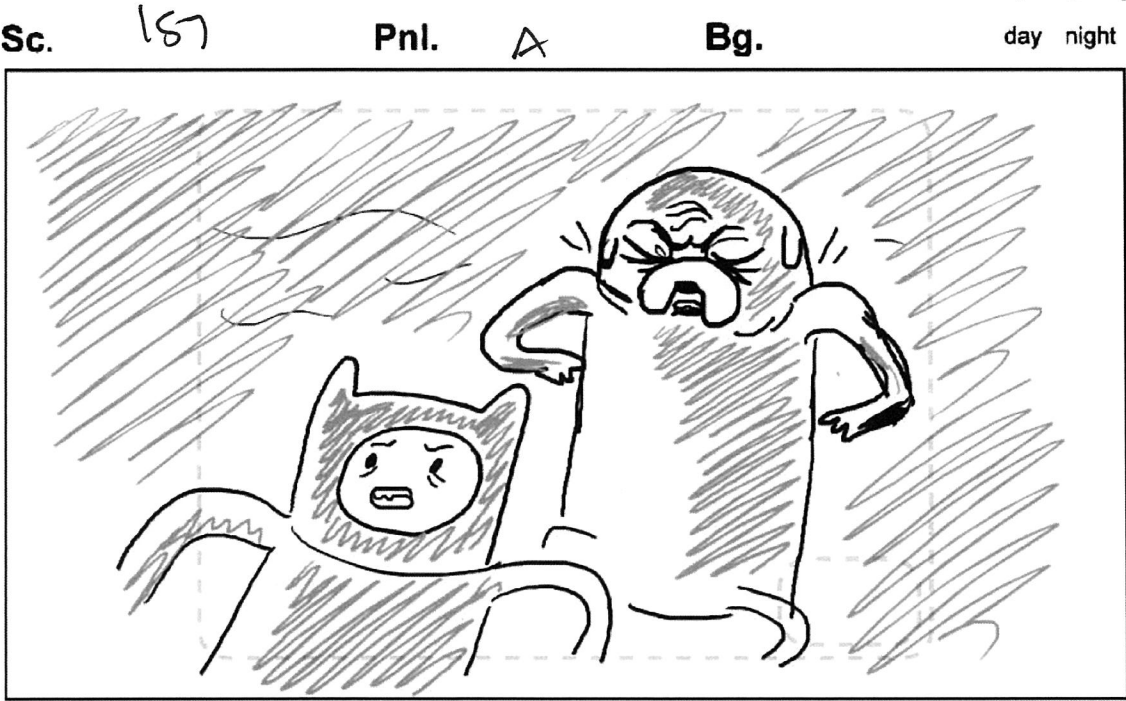
EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog:
SFX : PEACEFUL SOUNDSCAPE COMPETING W/ SCARY STORMY ONE
SFX : <u>LIGHTNING STRIKES</u>
Action:
- RAISES TORNADO ARMS, MENACINGLY
- SOME HAZY COLORS ENTERING FROM EDGES
Timing:

ADVENTURE TIME



Dialog:	(J) - GAHHH! (STARTLED)	(J) FINN, I CAN'T KEEP THIS UP SOLO!
SFX: LIGHTNING (CONT.)	SFX OF J BEATBOX STDP (SCARED FROM LIGHTNING)	
Action:	J REACTS TO LIGHTNING	SO CLOUDS DISAPPEAR
Timing:		

1034-205
EPISODE #
Production :

ADVENTURE TIME



Sc. 157 Pnl. C Bg. day night



Sc. 157 Pnl. D Bg. day night



Dialog:	(F) BUT WE CAN'T MAKE ALL THOSE SOUNDS!	(J) NO TIME TO BE SELF-CONSCIOUS, MAN! GET ON THIS BEAT!
Action:		
Timing:		

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 157 Pnl. 7 Bg. day night

Sc. 158 Pnl. A Bg. day night

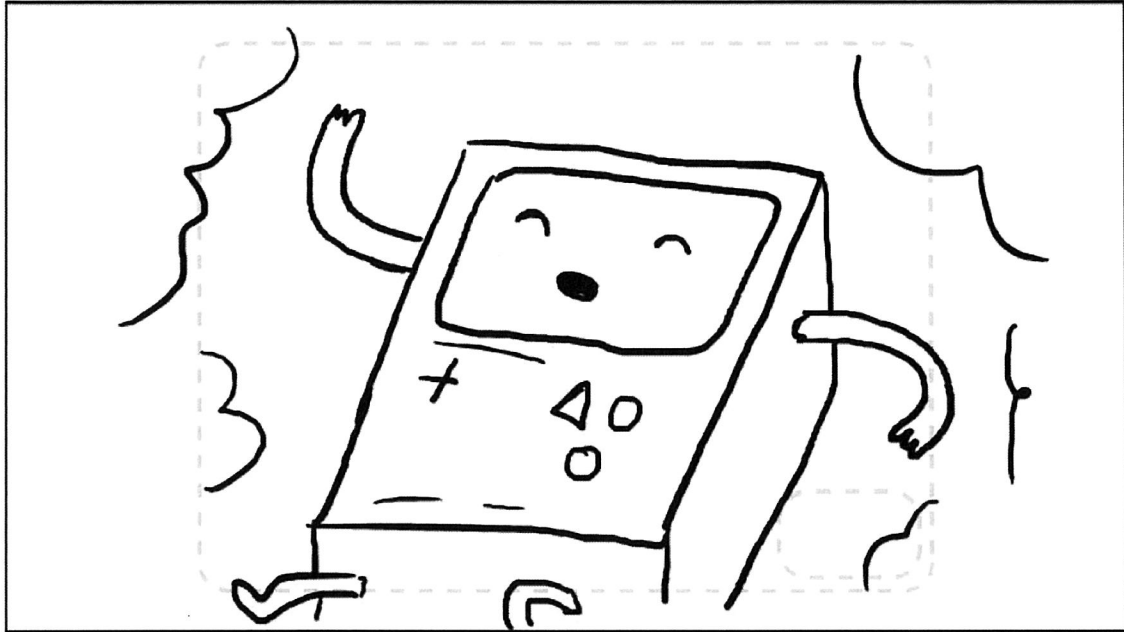
Dialog:	(J) SFX : NATURE SOUNDSLAPE / BEATBOX	(F) * BEATBOXING ALONG *
Action:		
Timing:		

EPISODE # 1034-205
Production :

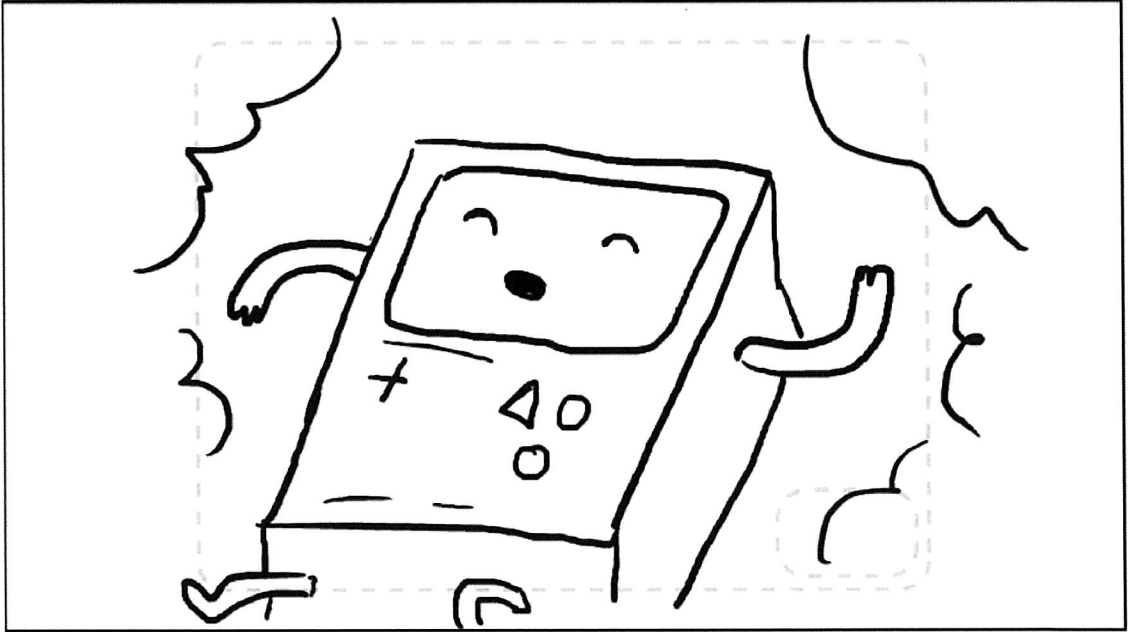
ADVENTURE TIME



Sc. 159 Pnl. A Bg. day night



Sc. 159 Pnl. B Bg. day night



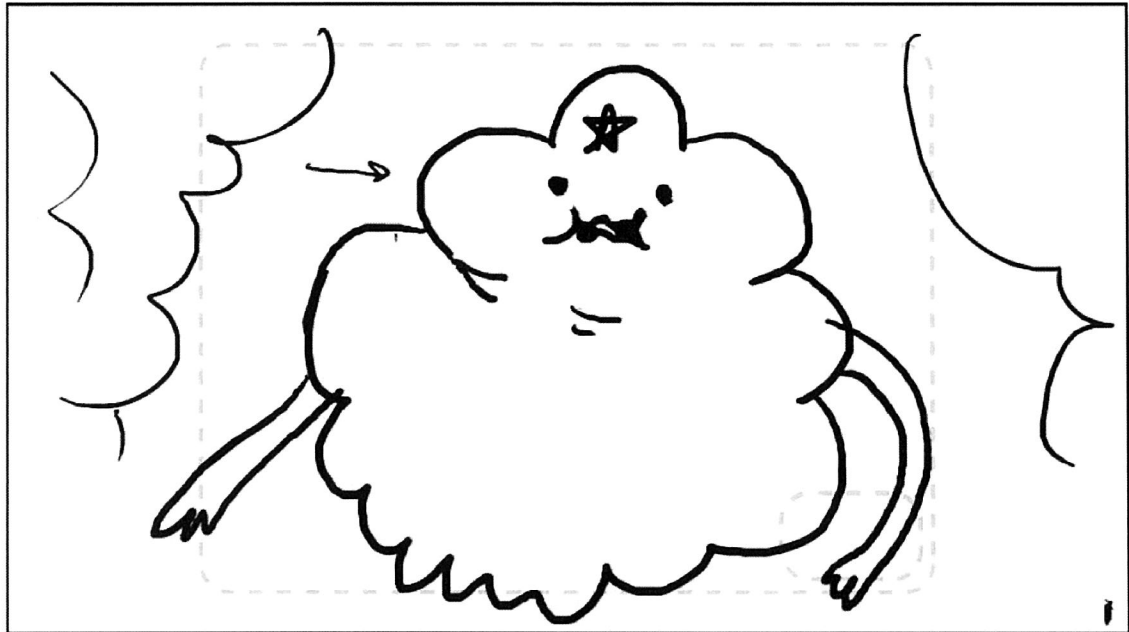
Dialog:	BMO BEATBOXING
	SFX+MUSIC BUILDING
Action:	
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 1160 Pnl. A Bg. day night



Sc. 1160 Pnl. B Bg. day night



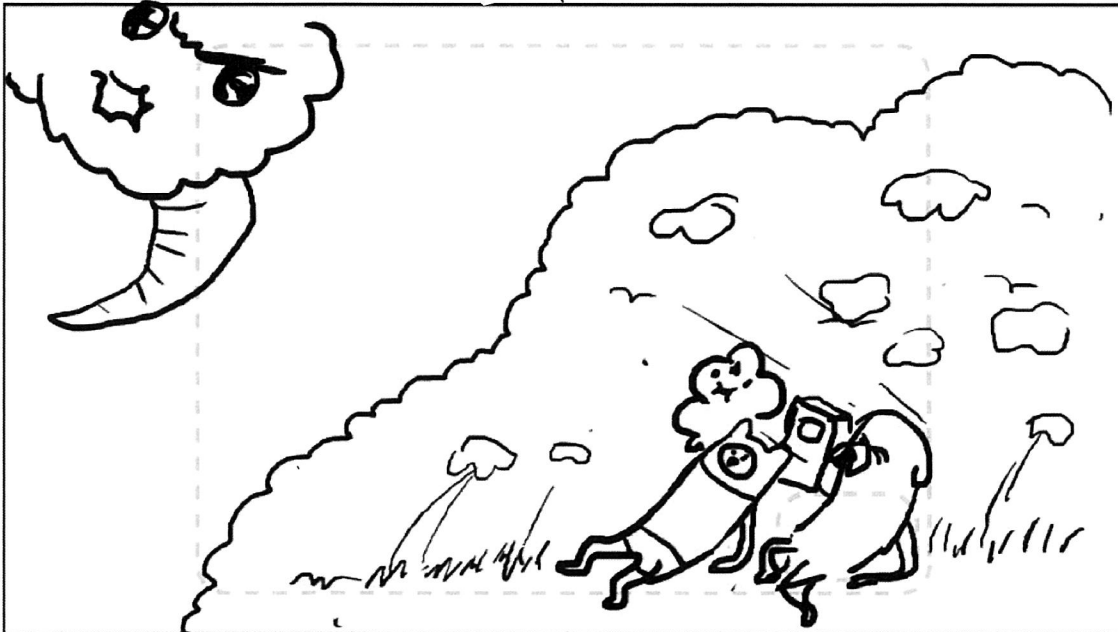
Dialog:	(1+2) 4x
(LSP) * ROLLING R BIRD SOUNDS TO THE BEAT *	
Action:	LSP BOBS HEAD IN + OUT LIKE WEIRD PARROT REPEATEDLY
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 161 Pnl. A Bg. day night



Sc. 161 Pnl. B Bg. day night



Dialog:

SFX: SOUND OF STORM APPROACHING BUBBLE
SFX: MAINLY HAPPY NATURE SOUNDS

Action:

STORM COMES RIGHT UP TO THEIR "HAPPY SOUND BUBBLE" + LOOKS
AT THEM FOR A BEAT + BLINKS + WIND FLATTENING THEM TO
THE GROUND

Timing:

* STORM FACE PUSHES CLOUD
DOWN A BIT W/ RESISTANCE

1034-205

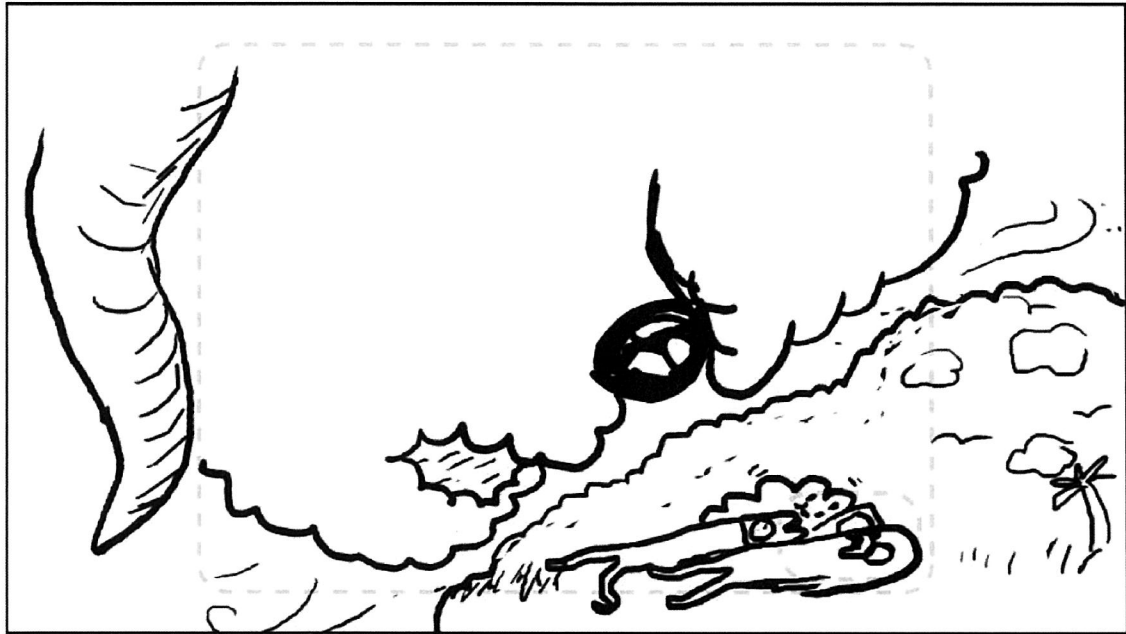
EPISODE #

Production :

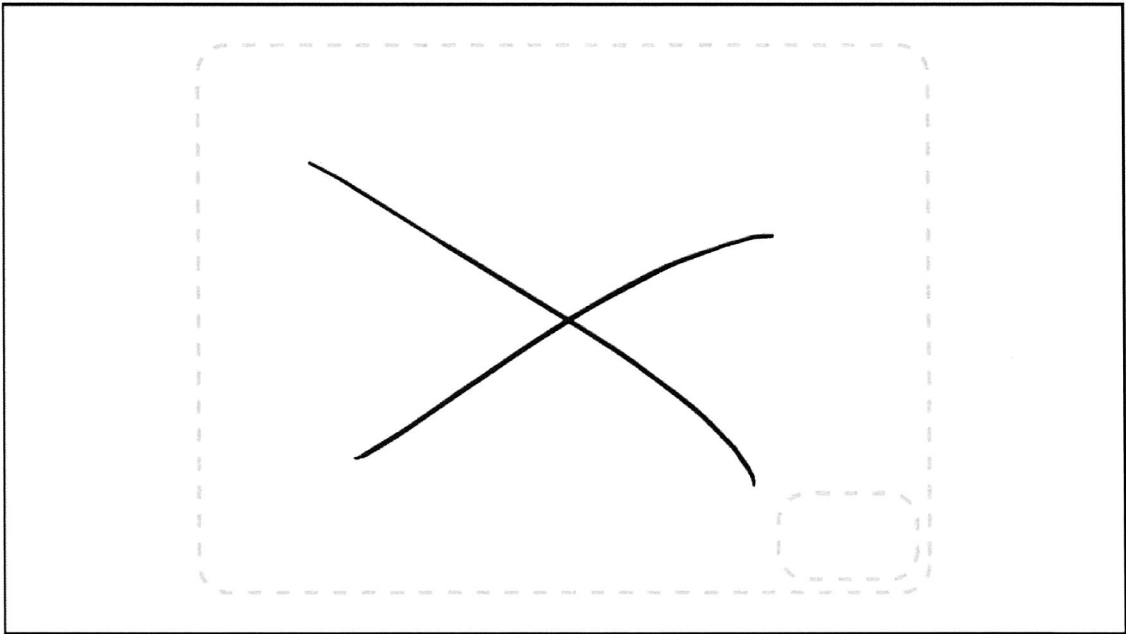
ADVENTURE TIME



Sc. 161 Pnl. C Bg. day night



Sc. Pnl. Bg. day night



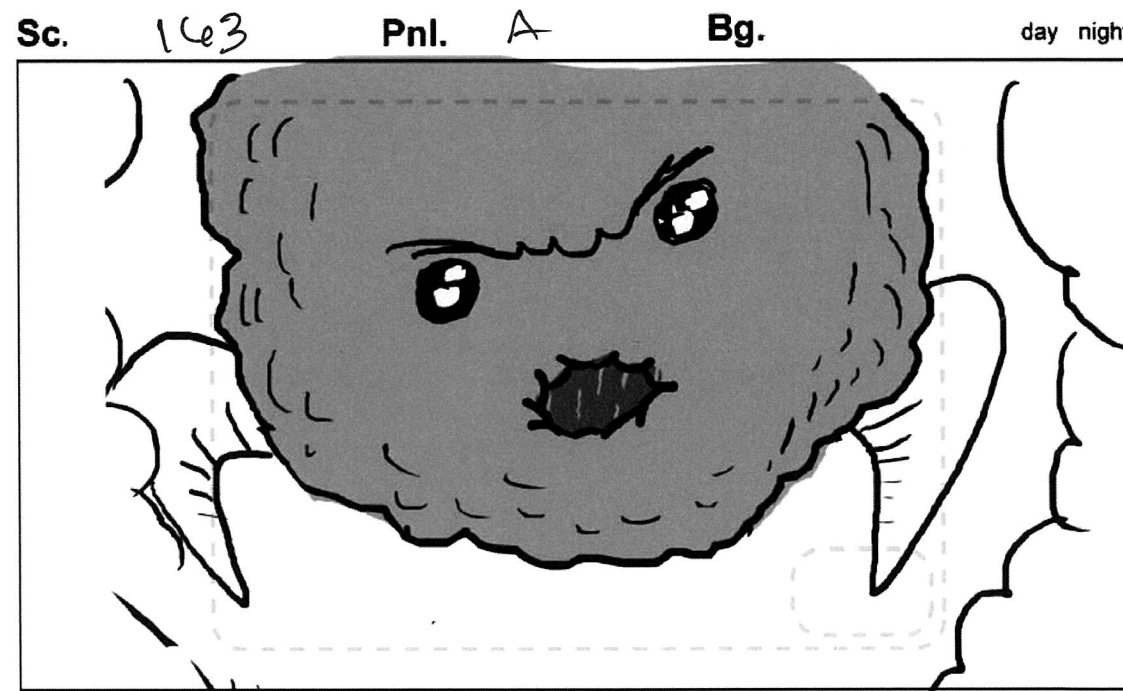
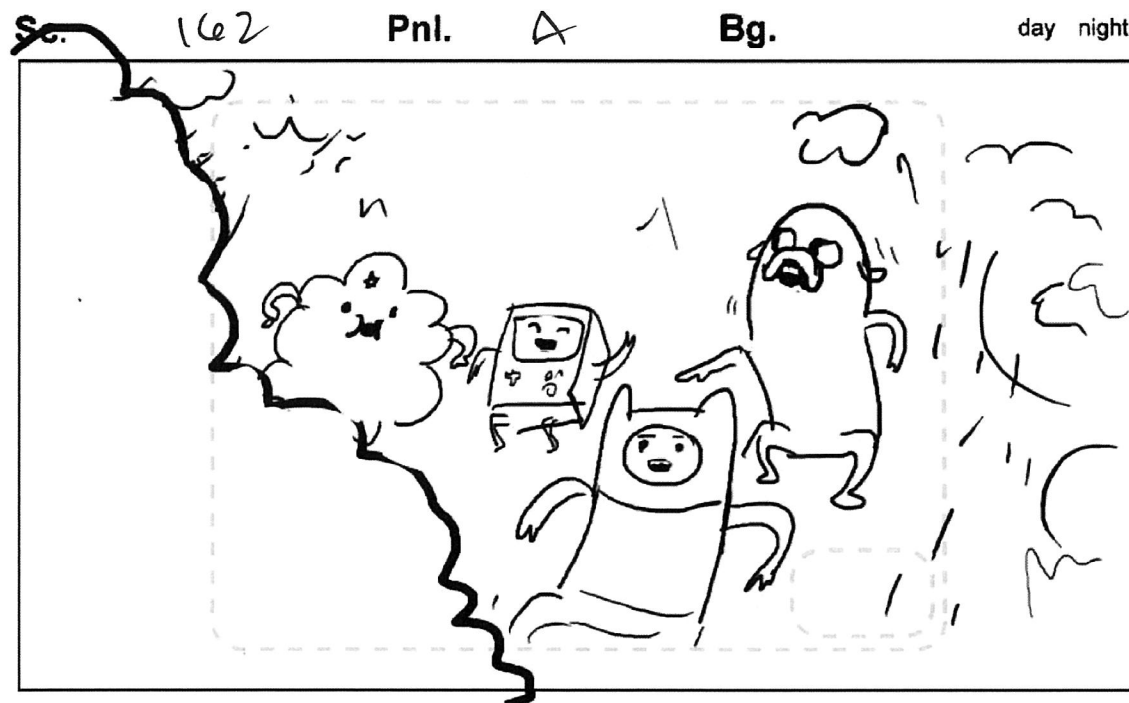
Dialog:	(STORM) WHAT ARE THOSE NOISES?
Action:	
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Page 219



Dialog: (F) THE SOUND OF GOOD VIBES
(J) YEA - THE DOPE BEATS OF LIFE!

SFX: ALL KEEP MAKING NOISE

(STORM) - IT MAKES ME FEEL SOME TYPE OF WAY...

Action: HAZY NICE COLORS OVERLAID ON THEM

Timing: *BEAT*

EPISODE # 1034-205

Production :

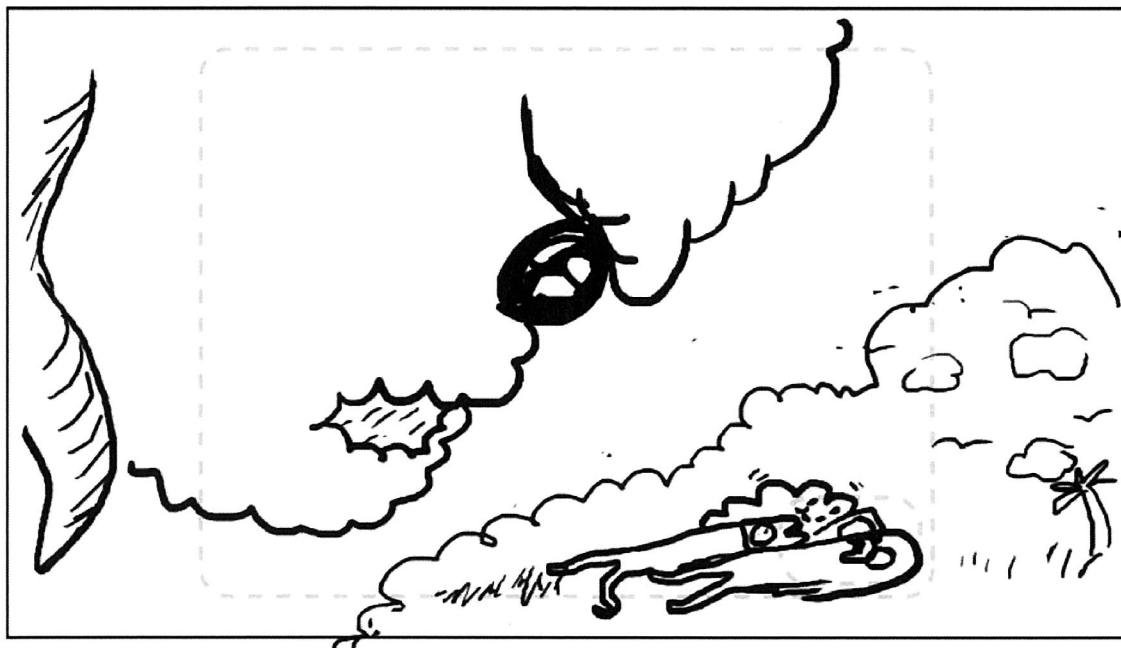
ADVENTURE TIME



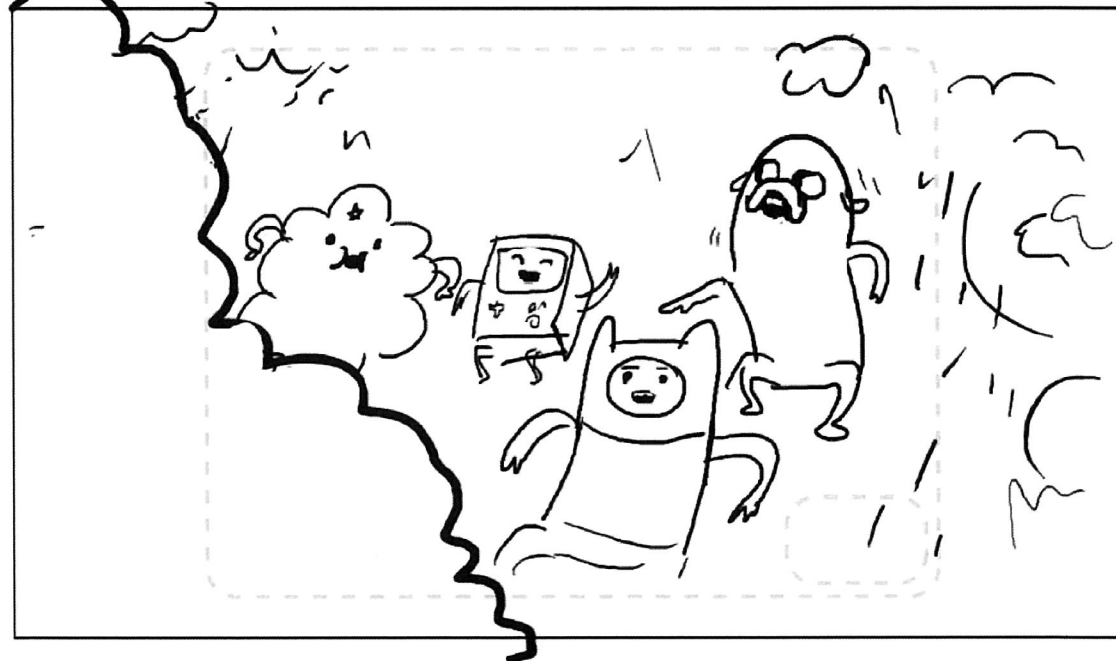
220

Page _____

Sc. 164 Pnl. A Bg. day night



Sc. 165 Pnl. A Bg. day night



Dialog:

(STORM) ... A GOOD WAY, I THINK.
BEAT

(J) HOW BOUT YOU PAUSE THAT STORMIN'
FOR A SEC SO YOU CAN HEAR THE REST
OF IT?

Action:

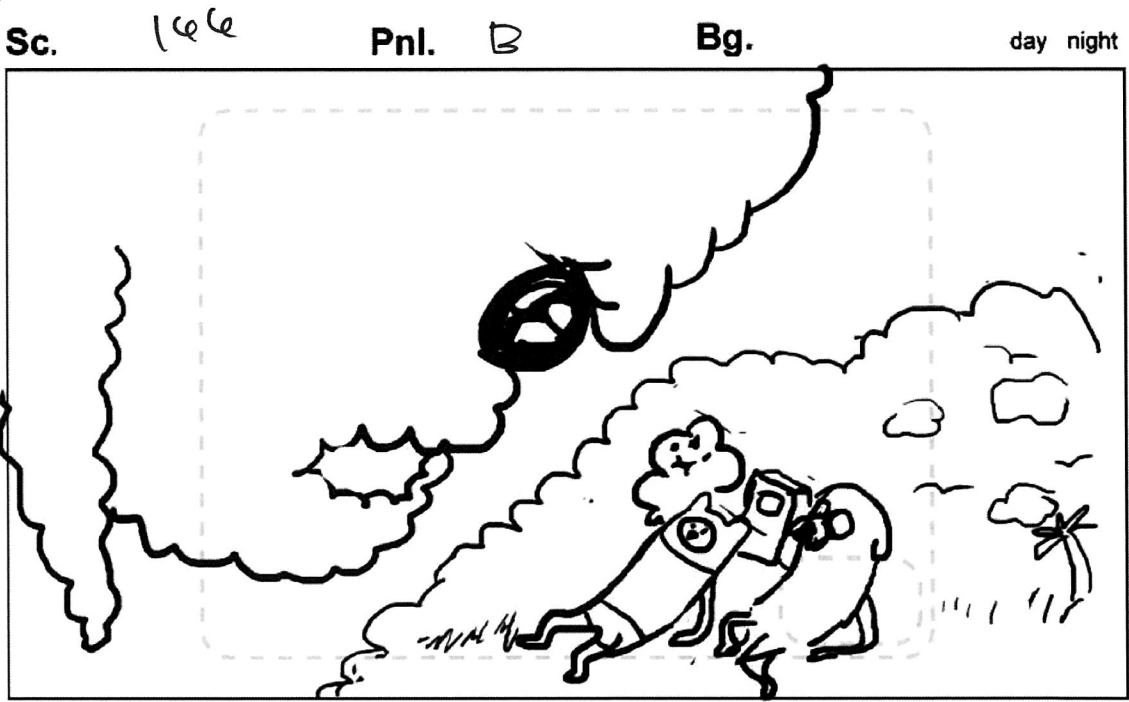
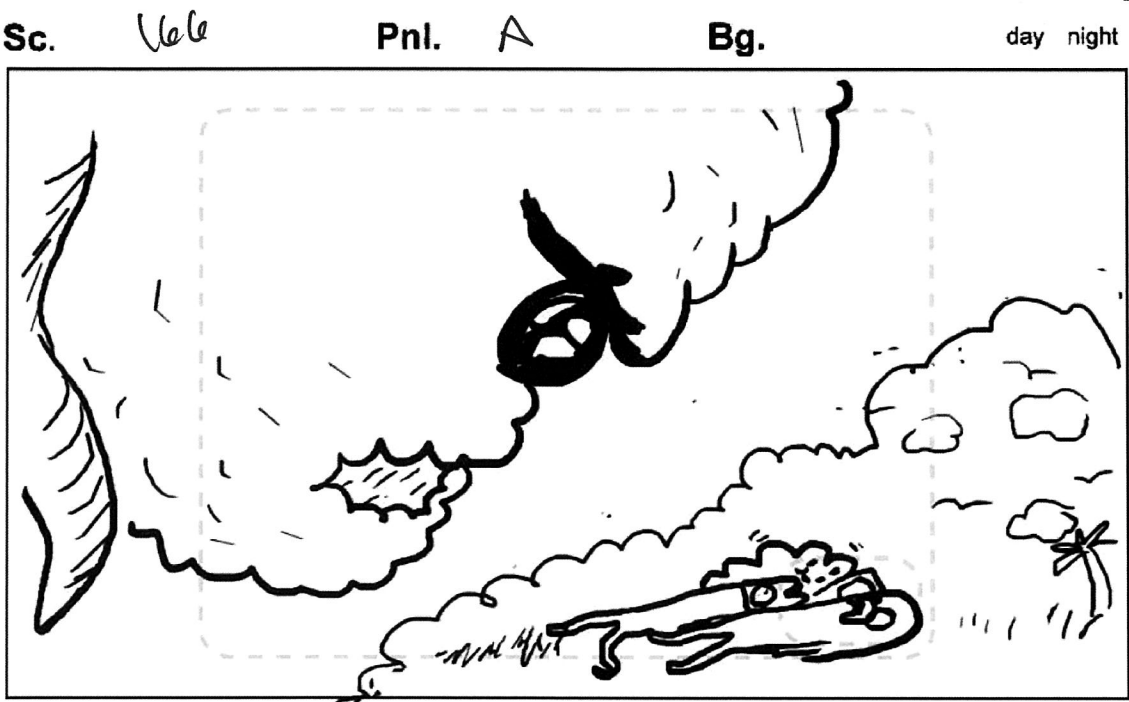
Timing:

X POSSIBLE CUT ↑

EPISODE # 1034-205

Production :

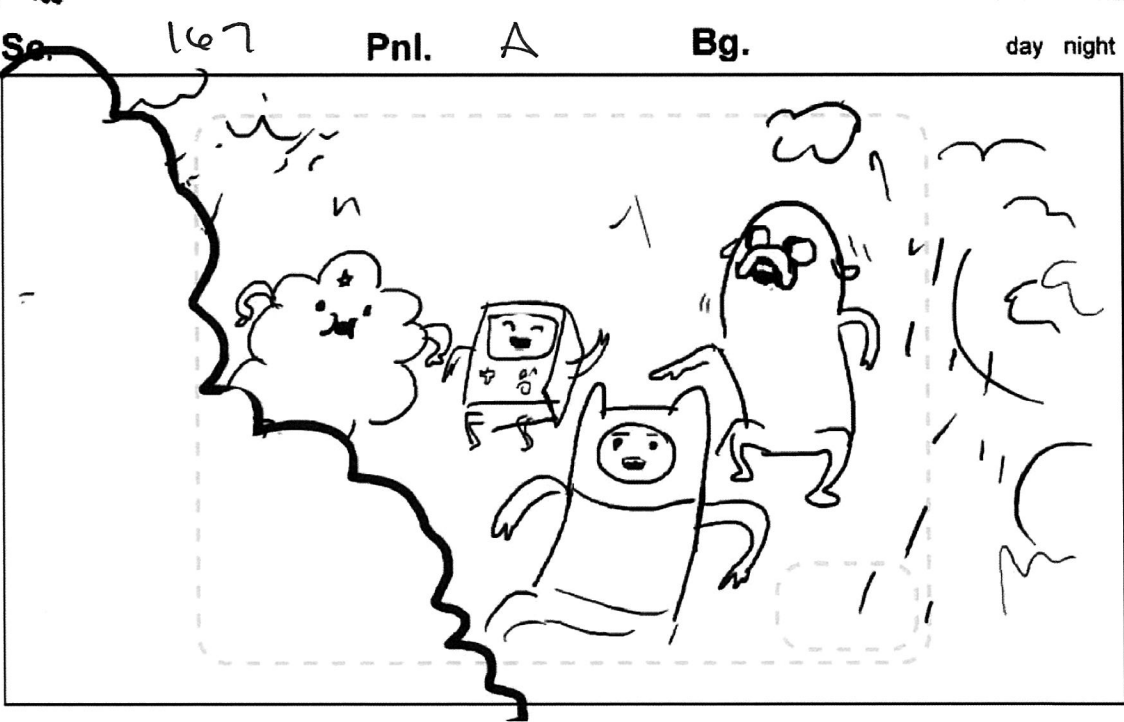
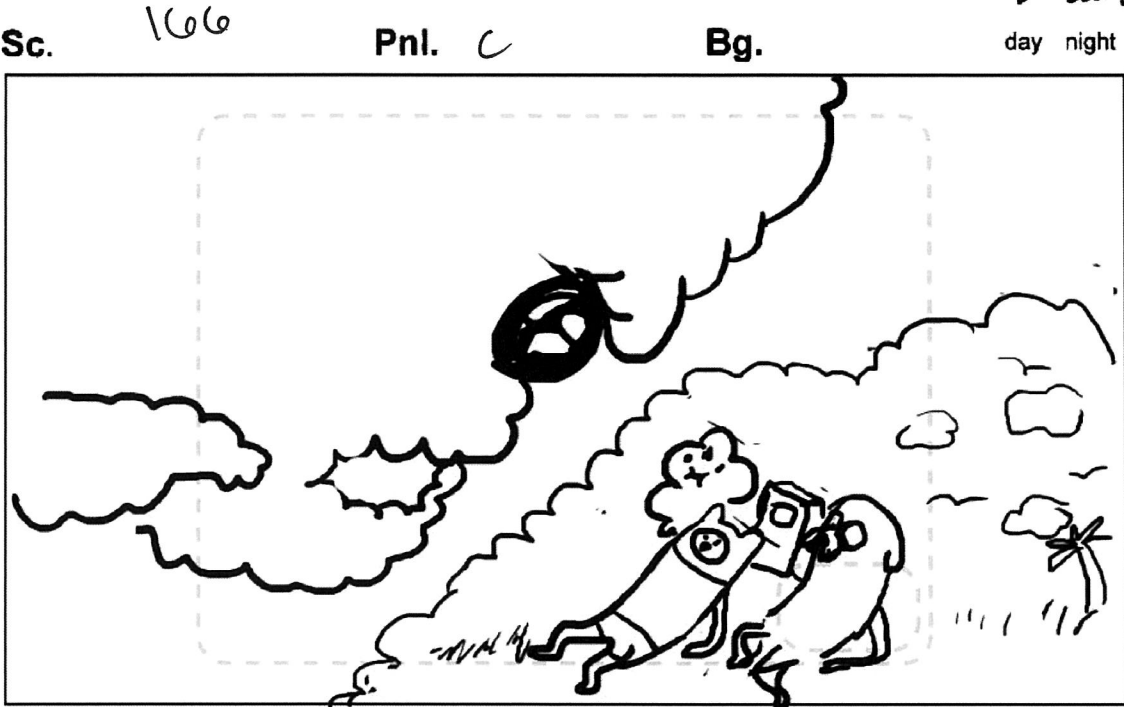
ADVENTURE TIME



Dialog:	
Action:	SFX : MUCH QUIETER, ONLY NATURE SONG + SOUNDS ALL STORMY MVMT + TORNADOS + RAIN STOPS ABRUPTLY
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



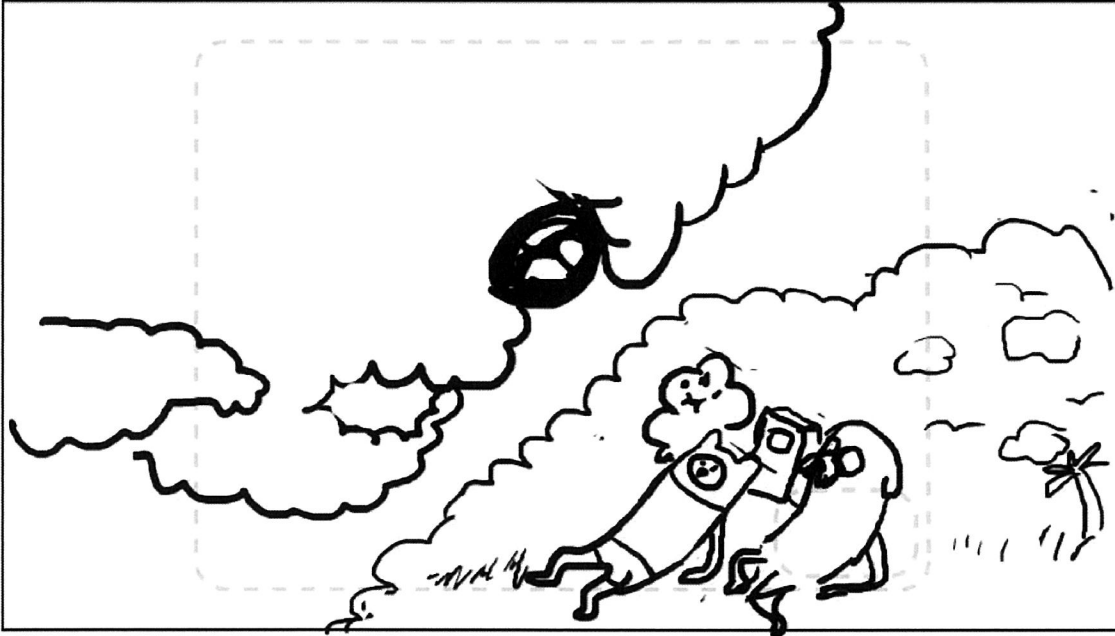
Dialog:	<p><u>STORM</u> WAI-WAI-WAIT! THAT ONE! WHAT'S THAT ONE?</p>	<p>*BEAT* <u>LSP</u> BRRRR (CRAZY NOISE)</p>
Action:	<p>THEY ALL STOP</p>	
Timing:		

ADVENTURE TIME

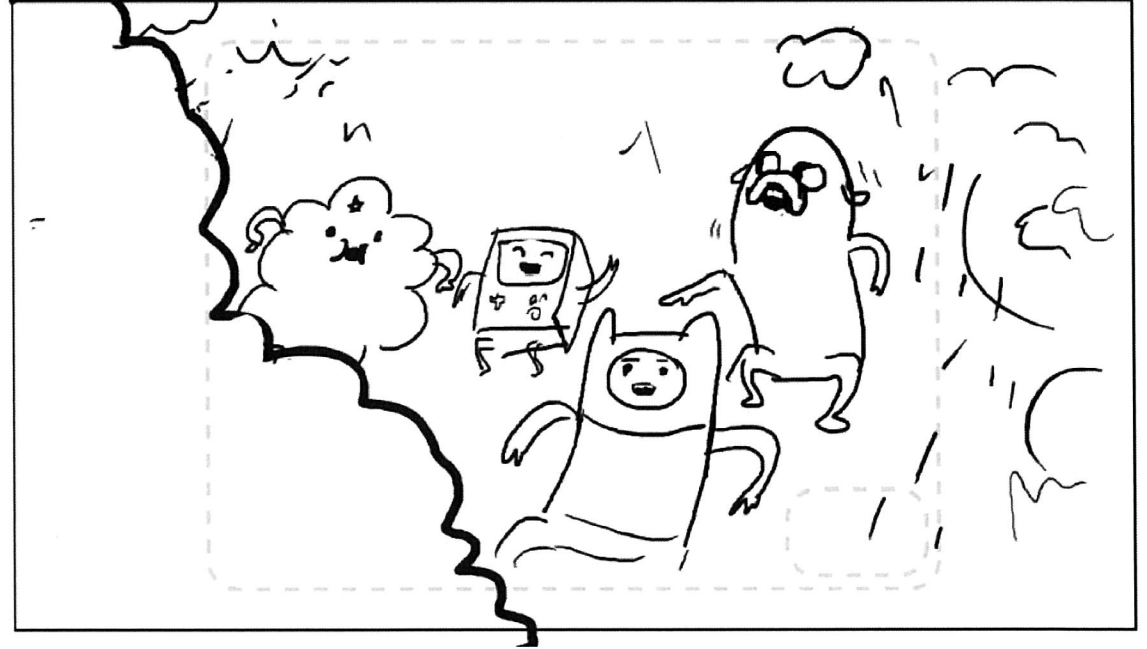


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Sc. 168. Pnl. A Bg. day night



Sc. 169 Pnl. A Bg. day night



Dialog:

STORM

NO, NO, NO - THAT TWEET TWEET ONE.

J (MAKES BEAUTIFUL ROBIN CALL)

Action:

Timing:

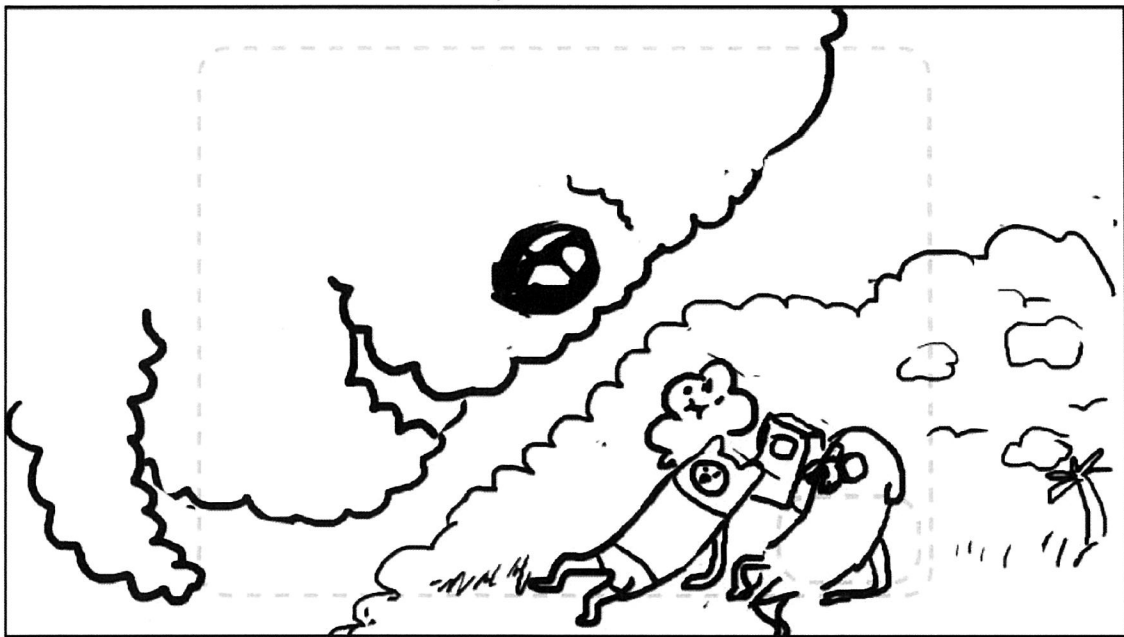
EPISODE # 1034-205

Production :

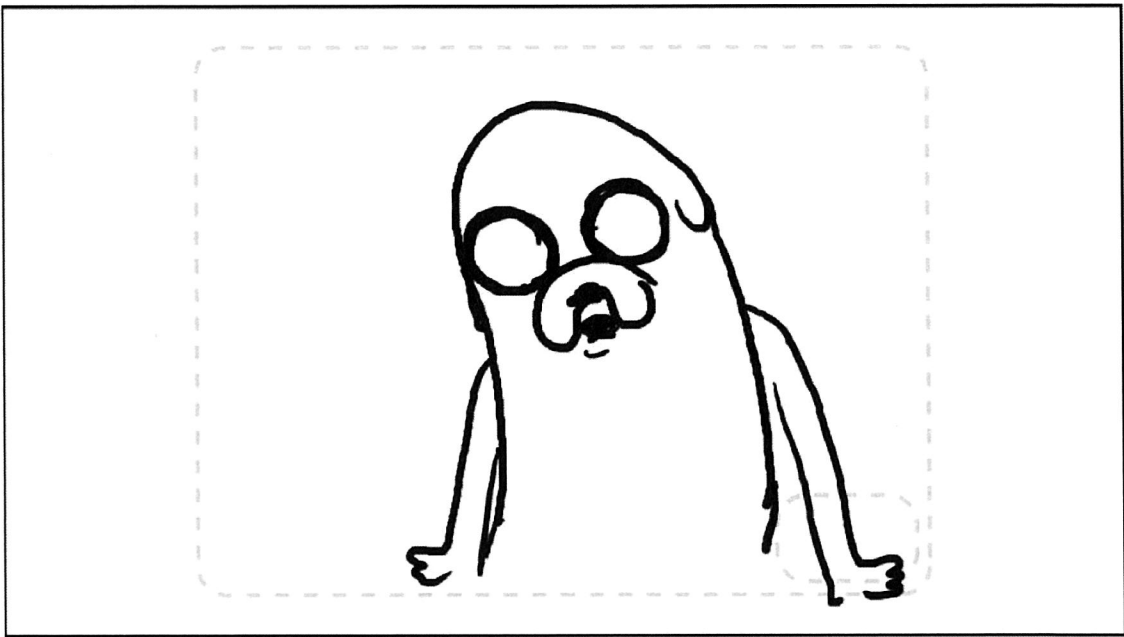
ADVENTURE TIME



Sc. 170 Pnl. A Bg. day night



Sc. 171 Pnl. A Bg. day night



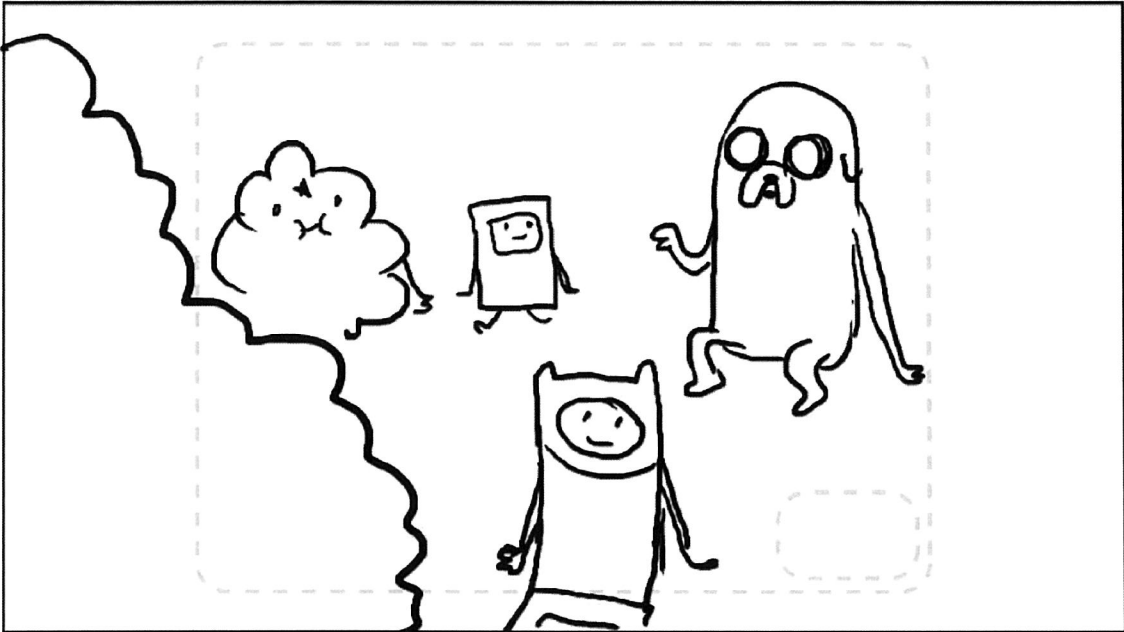
Dialog:	<p>STORM YES! AHH! I HAVEN'T HEARD THAT SOUND SINCE I WAS A BABY BREEZE!</p>	<p>J WHAT? YOU FORGOT WHAT A <u>BIRD</u> SOUNDS LIKE? NO WONDER YOU'RE DEPRESSED!</p>
Action:		
Timing:		

EPISODE # 1034-205
Production :

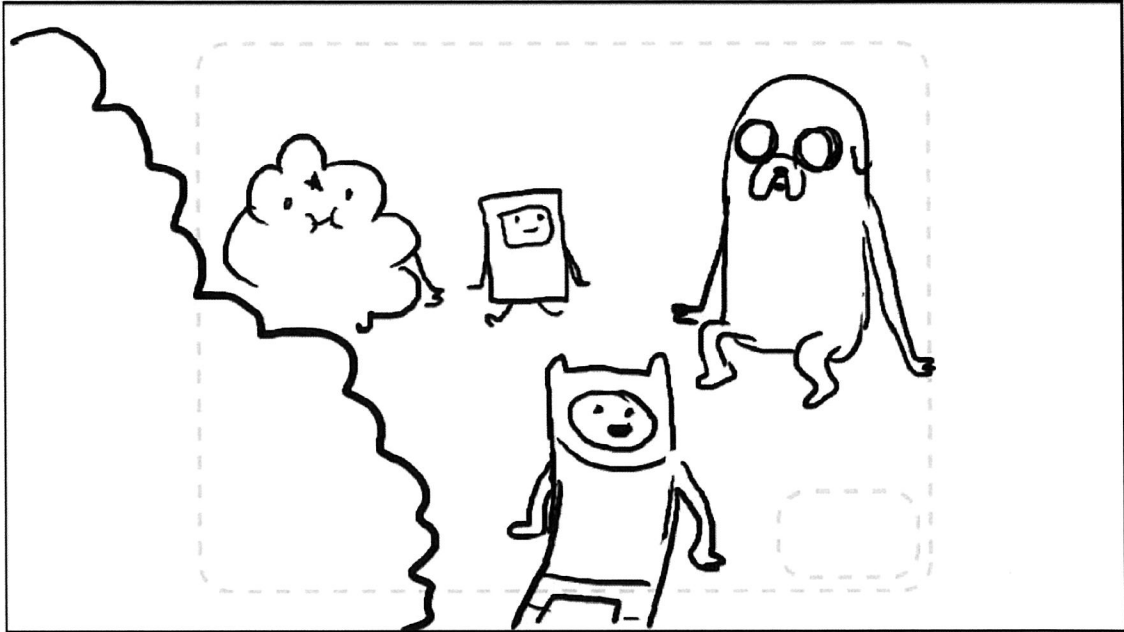
ADVENTURE TIME



Sc. 172 Pnl. A Bg. day night



Sc. 172 Pnl. B Bg. day night



Dialog: (J) YOU KNOW, YOU SHOULD REALLY STOP & SLOW DOWN MORE OFTEN - LOOK AROUND QUIETLY ONCE IN A WHILE, YA KNOW? (F) YEA! YOU GET TO HEAR LIFE HAPPENING - MAKES YOU FEEL GOOD!

Action:

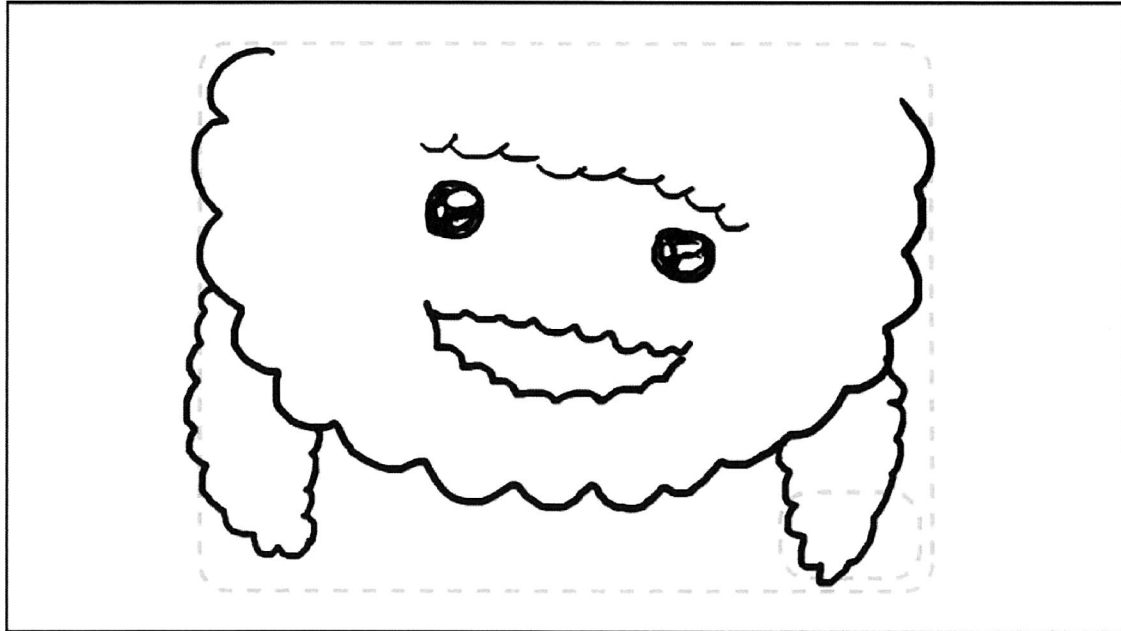
Timing:

EPISODE # 1034-205
Production :

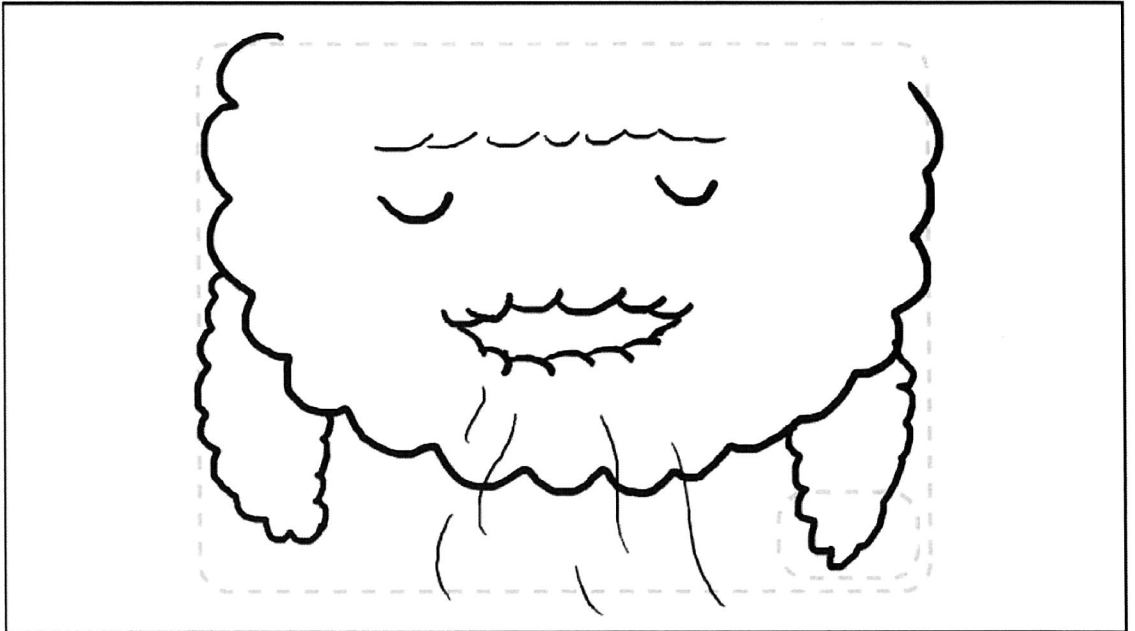
ADVENTURE TIME



Sc. 173 Pnl. A Bg. day night



Sc. 173 Pnl. B Bg. day night



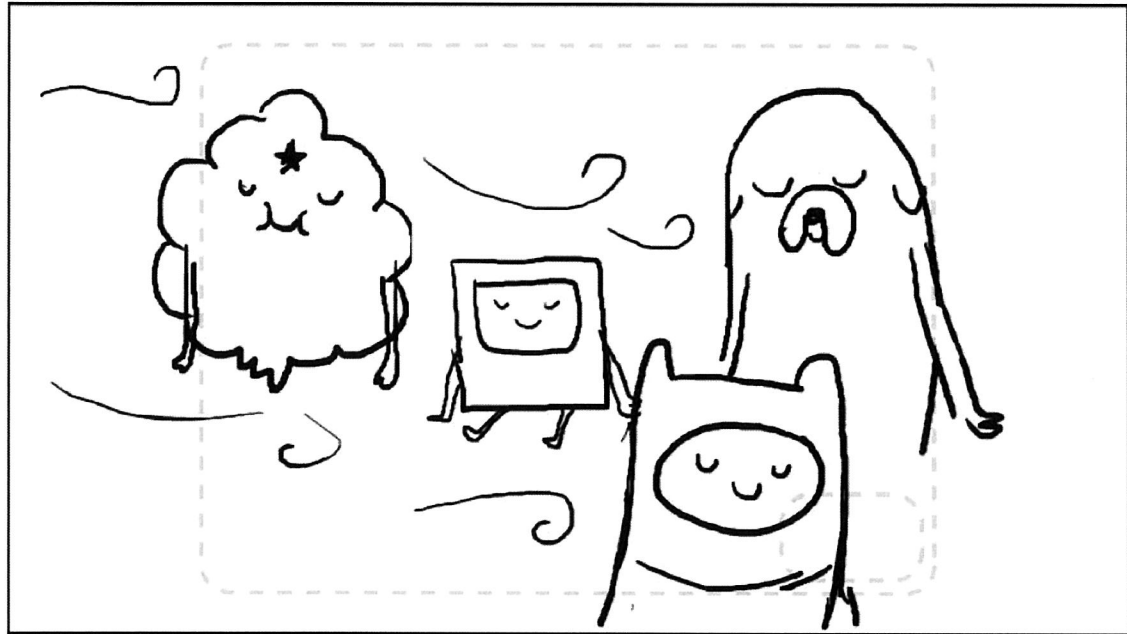
Dialog:	<p><u>STORM</u> * TAKES DEEP BREATH IN +</p> <p>* EXHALES FX OF CALM BREEZE *</p>
Action:	
Timing:	

EPISODE # 1034-205
Production :

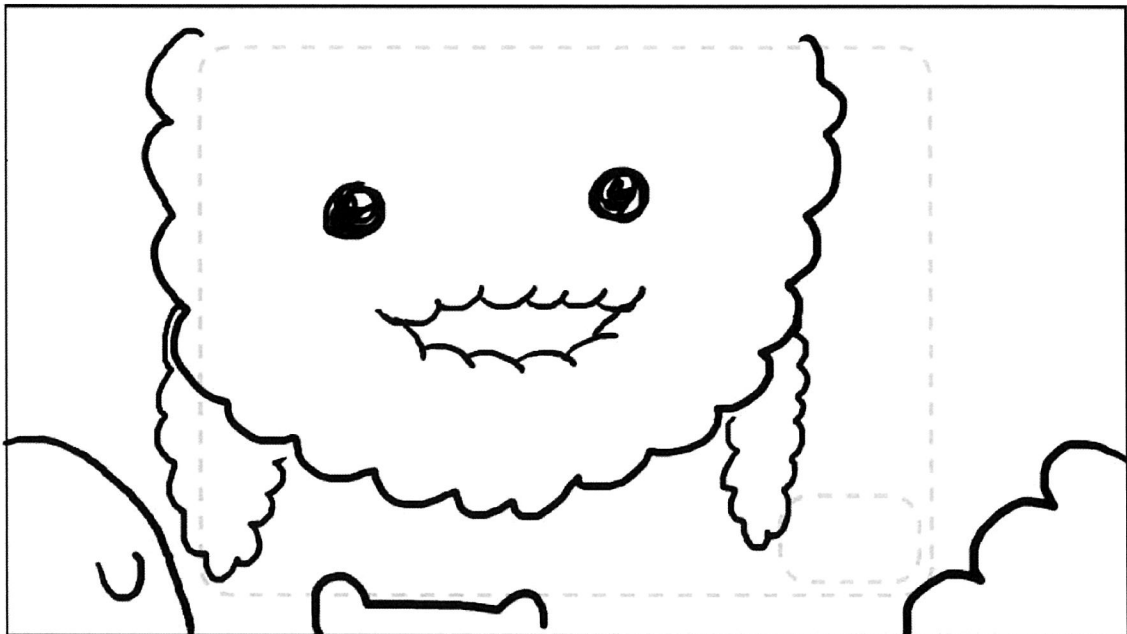
ADVENTURE TIME



Sc. 174 Pnl. A Bg. day night



Sc. 175 Pnl. A Bg. day night



Dialog:	<p><u>STORM</u> YOU'RE RIGHT - I'VE BEEN A FREAKY STORM FOR SO LONG. THAT I FORGOT IT'S OK TO BE A BREEZE SOMETIMES.</p>
Action:	<p>THEY ALL ENJOY BREEZE</p>
Timing:	

1034-205

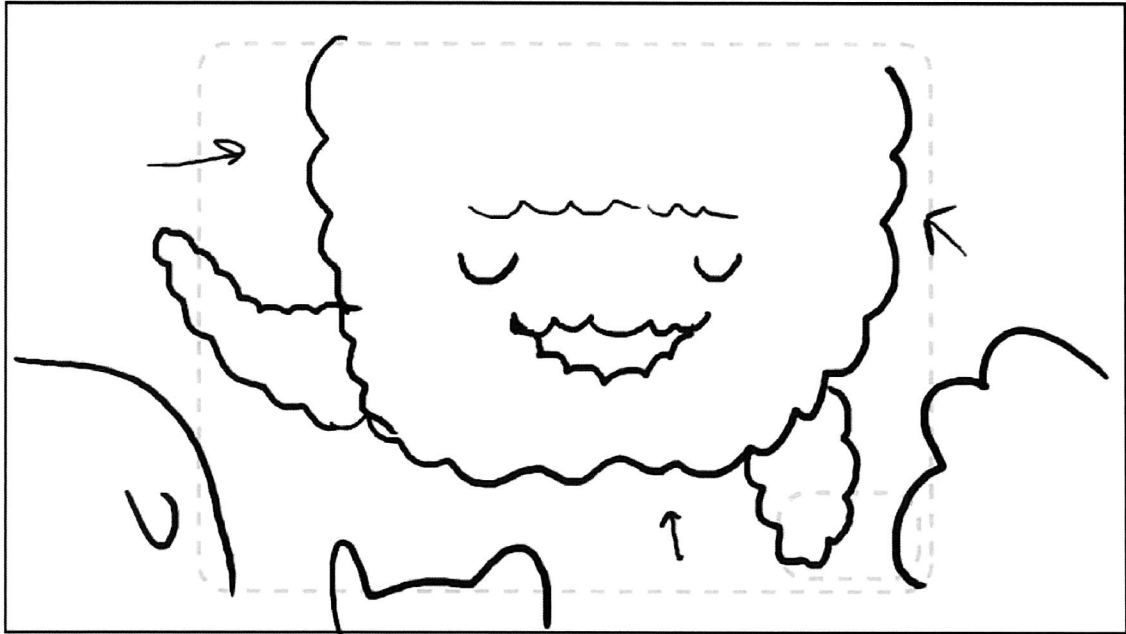
EPISODE #

Production :

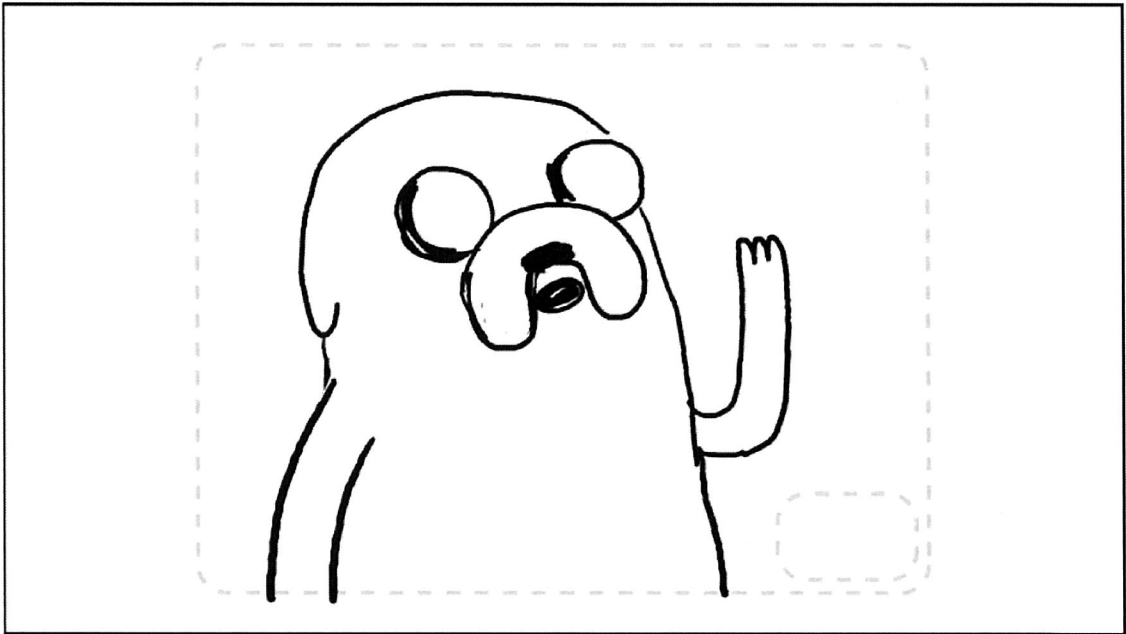
ADVENTURE TIME



Sc. 175 Pnl. B Bg. day night

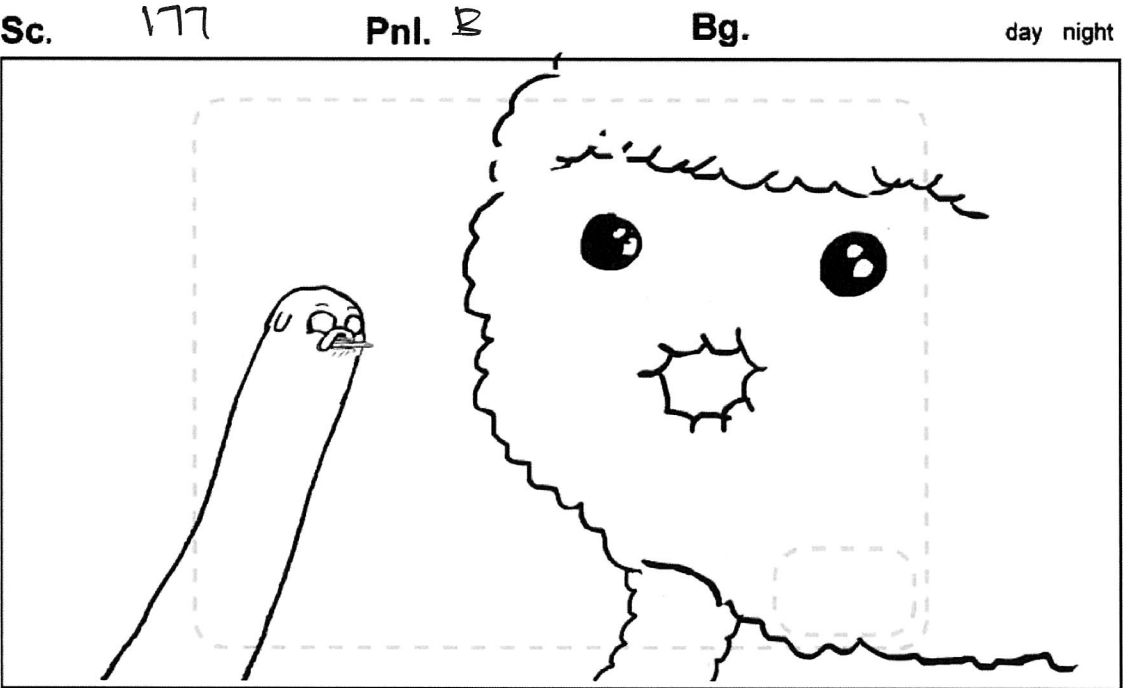
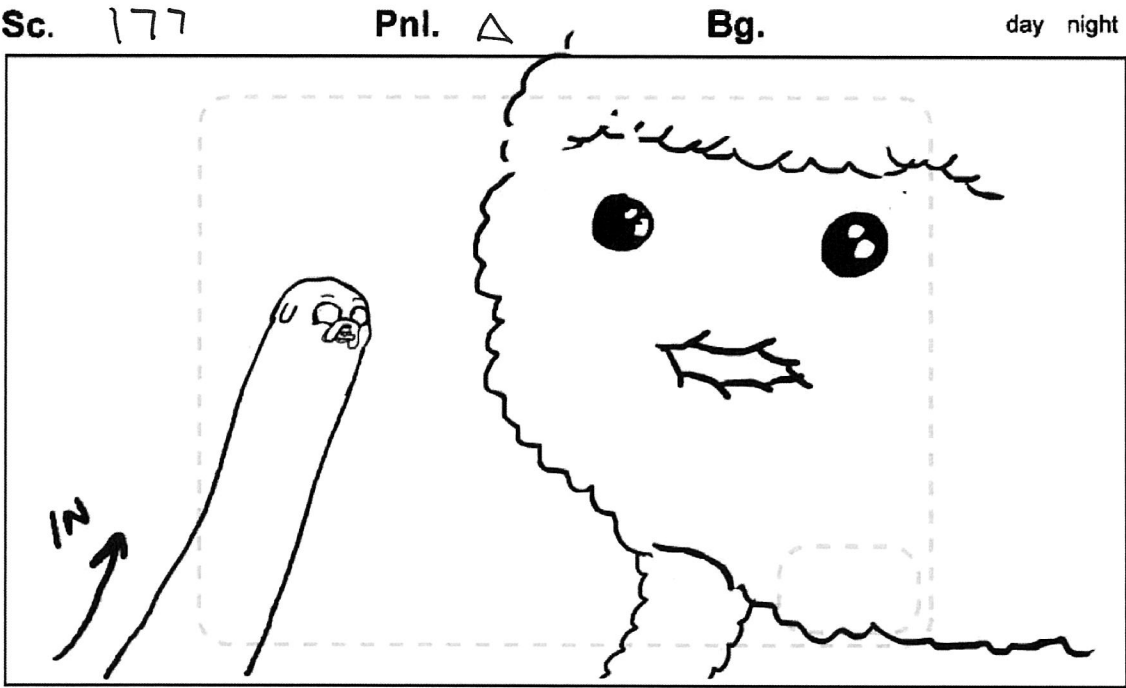


Sc. 176 Pnl. A Bg. day night



Dialog:	(STORM) IF YOU'LL EXCUSE ME, I'M GOING TO EXPLORE THE REST OF THIS BEAUTIFUL DAY.	(J) WAIT!
Action:	STORM STARTS RETRACTING OUT OF BUNKER	
Timing:		

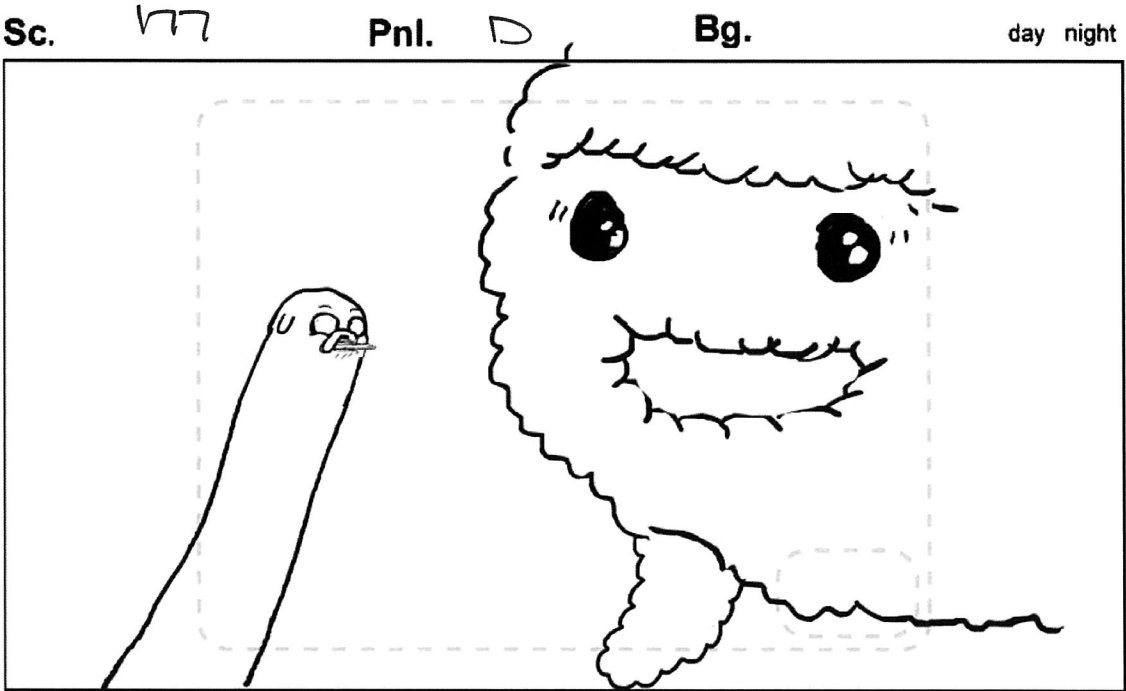
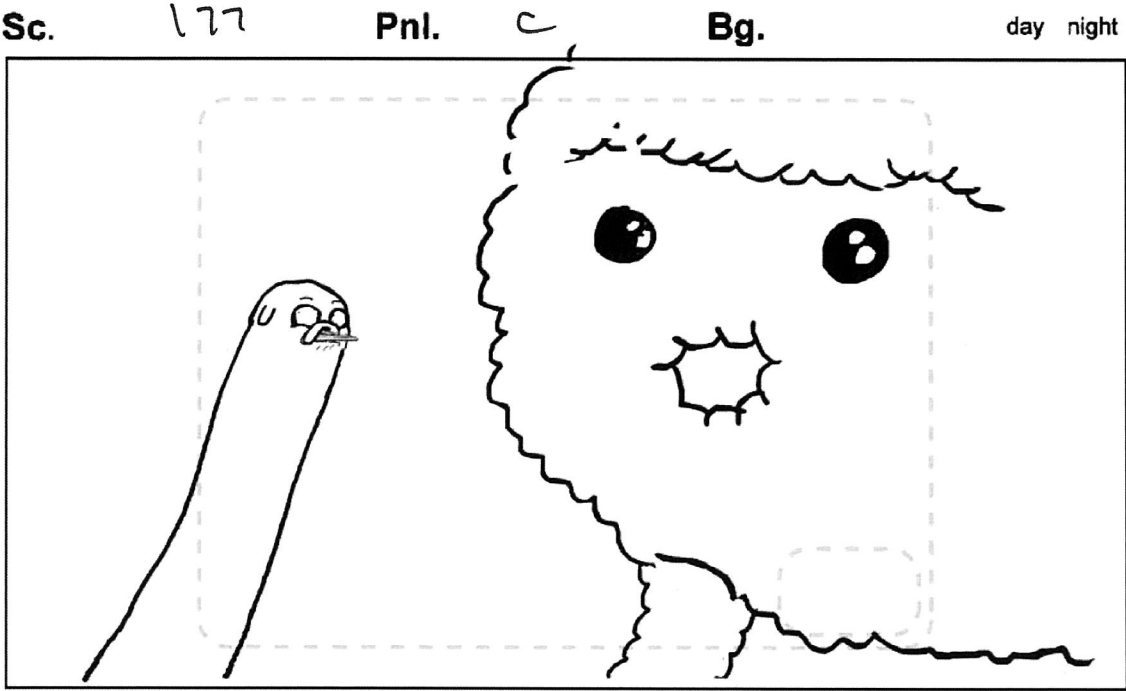
ADVENTURE TIME



Dialog:	(J) (THRU TEETH) HERE, MAN! TAKE MY NOTEBOOK -
Action:	JAKE REGURGITATES NOTEBOOK
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Dialog: (J) IT'S GOT THE SHEET MUSIC TO MY JAM - I THINK YOU'LL MAKE BETTER USE OF IT THAN ME

(STORM) *BEAT* REALLY?! YOU WOULD DO THAT?

(J) YEAH! JUST TAKE IT!

Action:

Timing:

1034-205

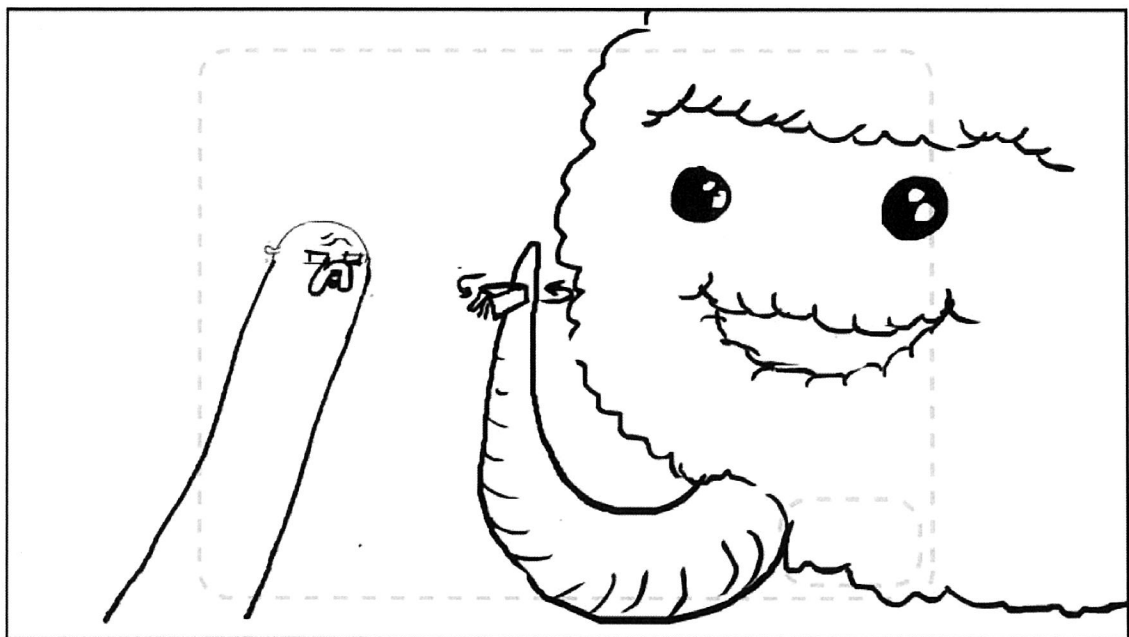
EPISODE #

Production :

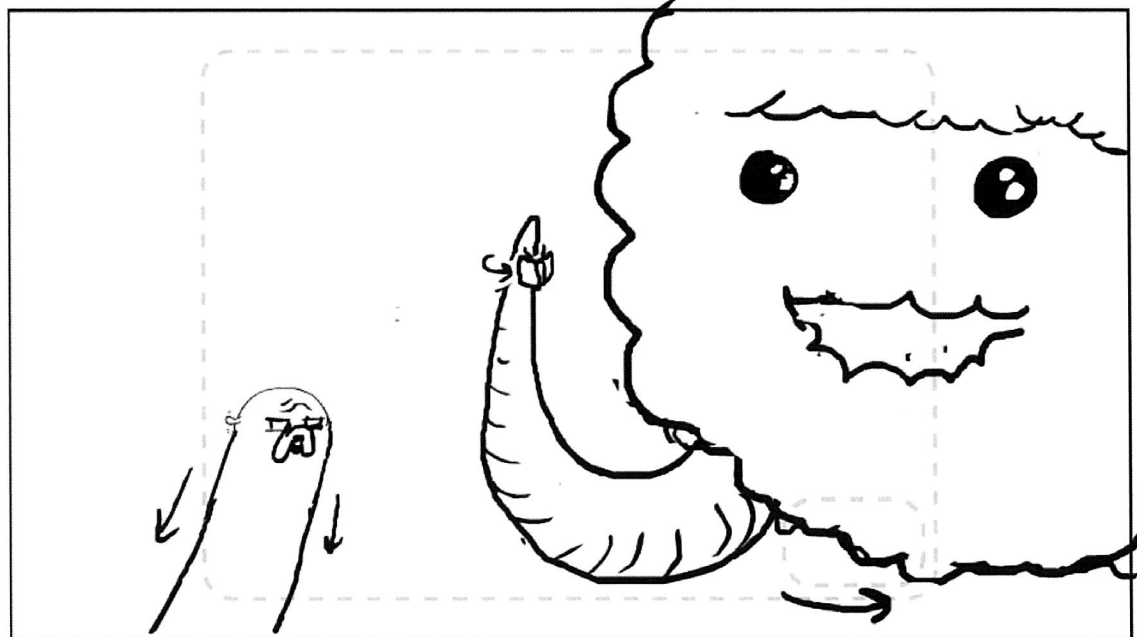
ADVENTURE TIME



Sc. 177 Pnl. E Bg. day night



Sc. 177 Pnl. F Bg. day night



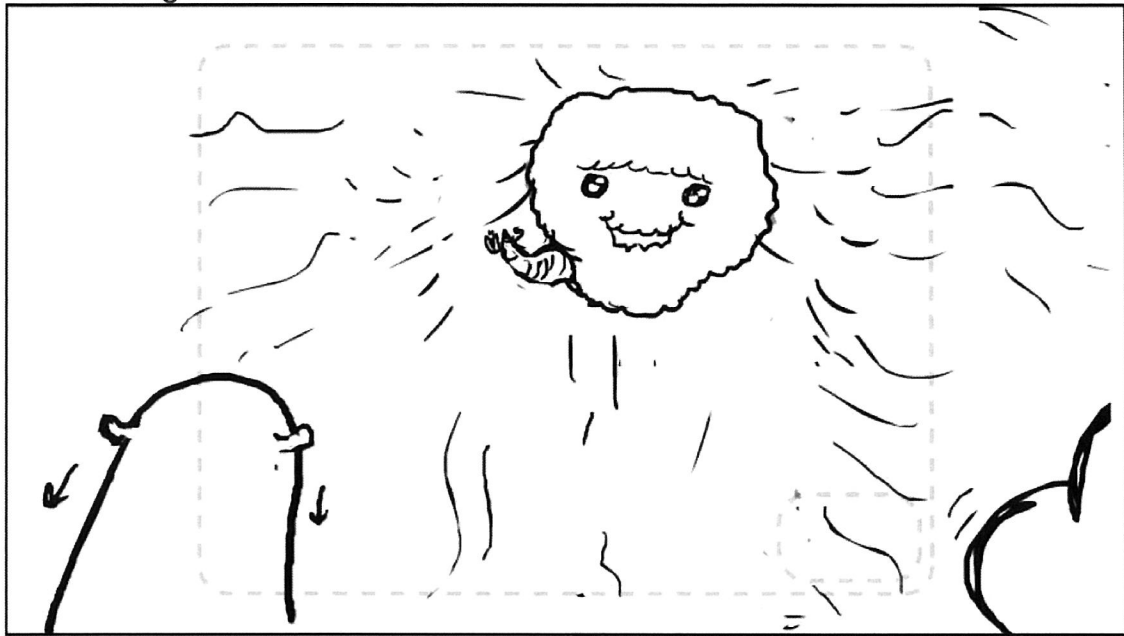
Dialog:	
Action:	STORM "TURNS ON" TORNADO HAND WHICH SUCKS BOOK OUT OF JAKE'S MOUTH & SPINS AROUND TIP OF TORNADO HAND
Timing:	* JAKE QUICKLY RETRACTS HIS HEAD * STORM TURNS MORE FRONT

EPISODE # 1034-205
Production :

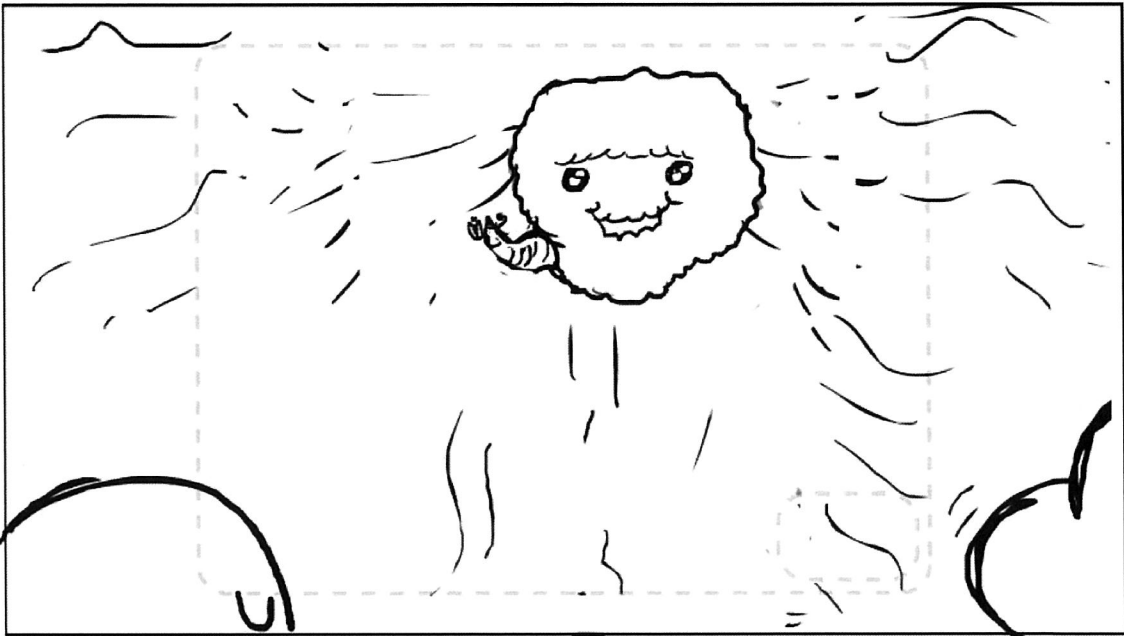
ADVENTURE TIME



Sc. 178 Pnl. A Bg. day night



Sc. 178 Pnl. B Bg. day night



Dialog:	CH/ THANK YOU SO MUCH, STRETCHY DOG— CH/ THIS IS ONE OF THE NICEST THINGS ANYONE'S EVER DONE FOR ME
Action:	
Timing:	

ADVENTURE TIME

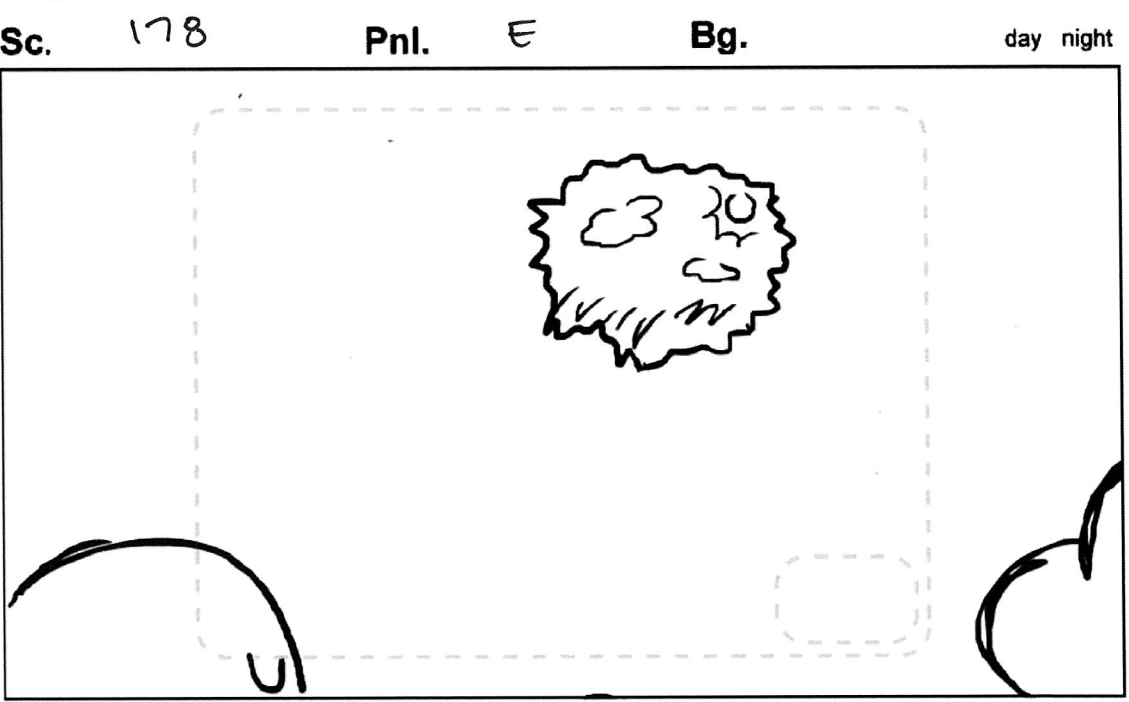
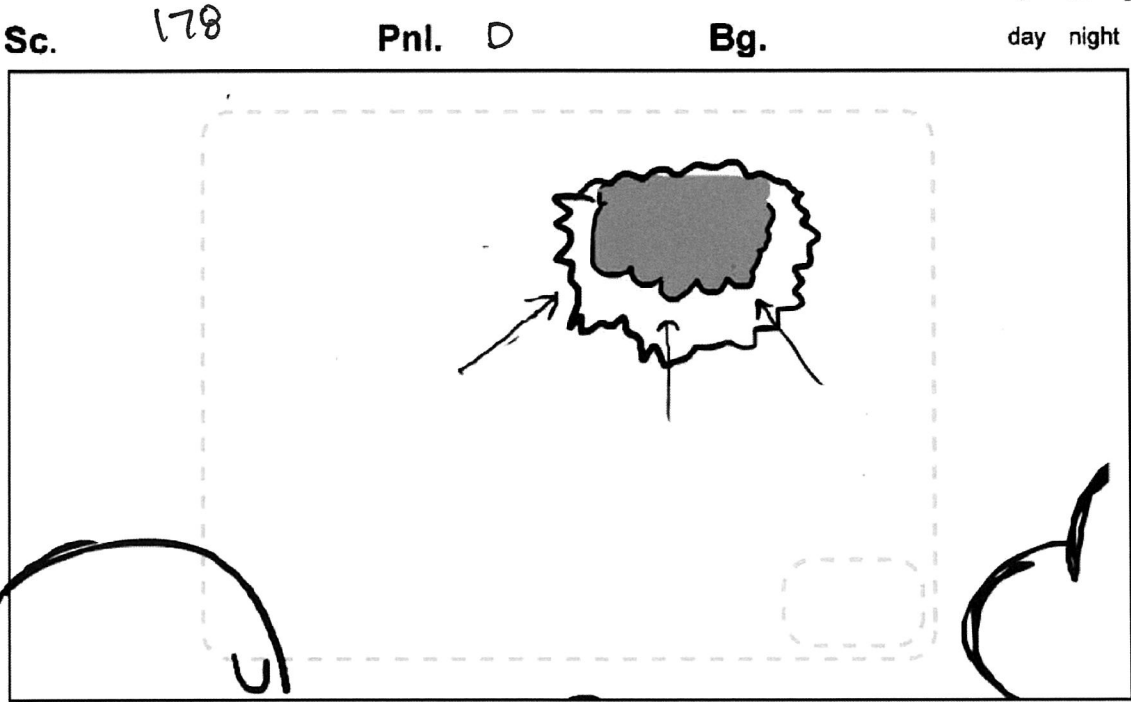


Sc.	Pnl.	Bg.	day	night	Sc.	Pnl.	Bg.	day	night
					178	C			

Dialog:	CH/ * BEAT * DUTEY!
Action:	
Timing:	

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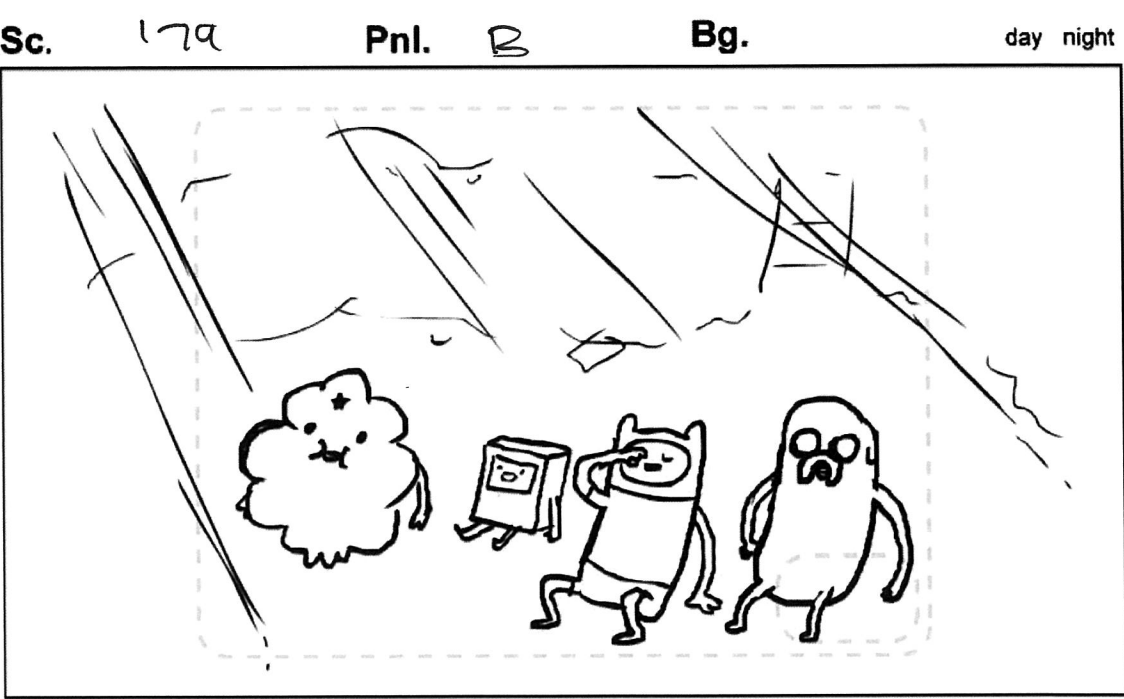
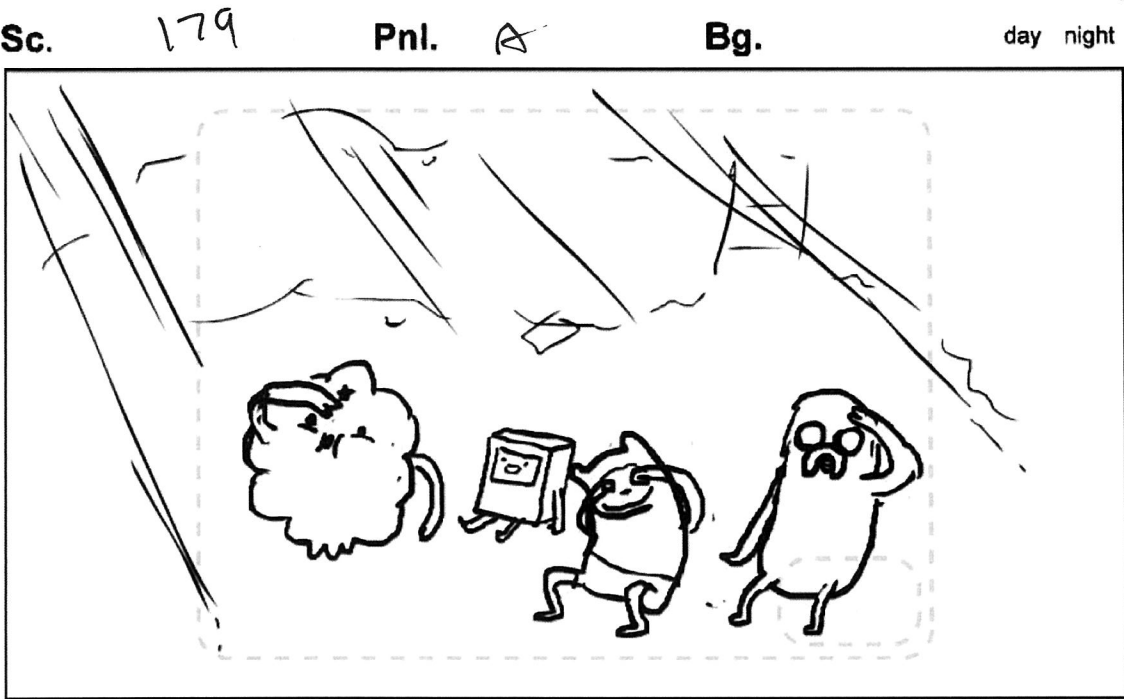
ADVENTURE TIME



Dialog:	
Action:	STORM SWIFTLY DISAPPEARS OUT DOOR-HOLE
Timing:	SUN SUDDENLY OUT + GORGEOUS DAY CAN BE SEEN THRU HOLE

1034-205
EPISODE #
Production :

ADVENTURE TIME



Dialog:	
Action:	LIGHT STREAMING IN SHIELDING EYES + FINN RUBBING EYES ALL STANDING UP
Timing:	

ADVENTURE TIME



Sc. 179 Pnl. e Bg. day night

Sc. Pnl. Bg. day night

Dialog: (LSP) YUS! THE SUN!
(F) HOOO HOOOO!

Action: ALL GET UP + STAND UNDER LIGHT

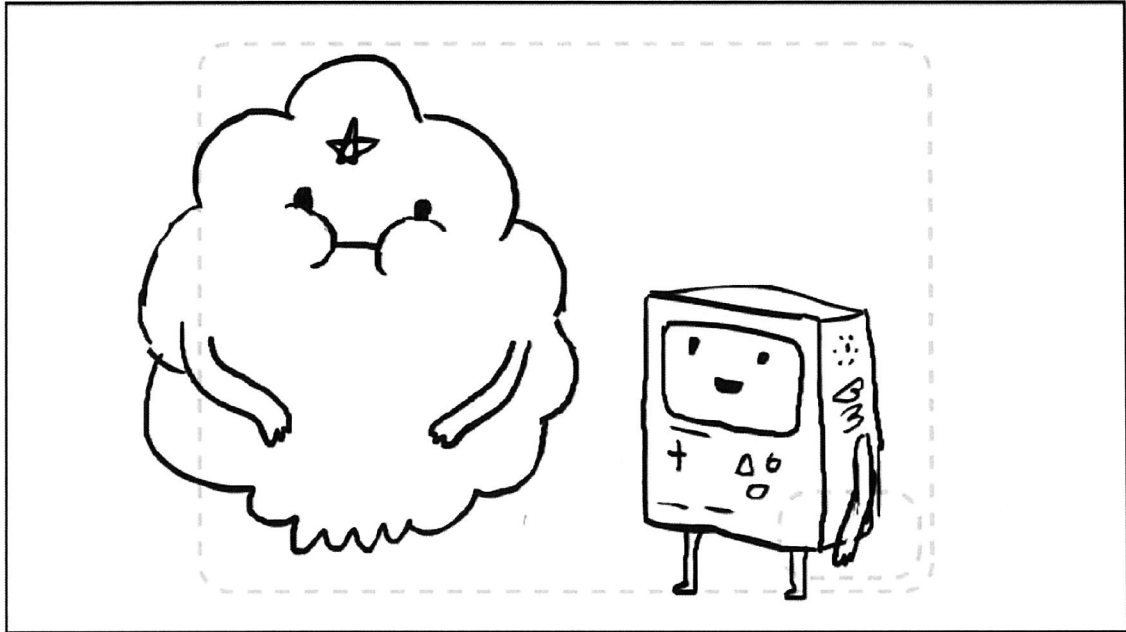
Timing:

EPISODE # 1034-205
Production :

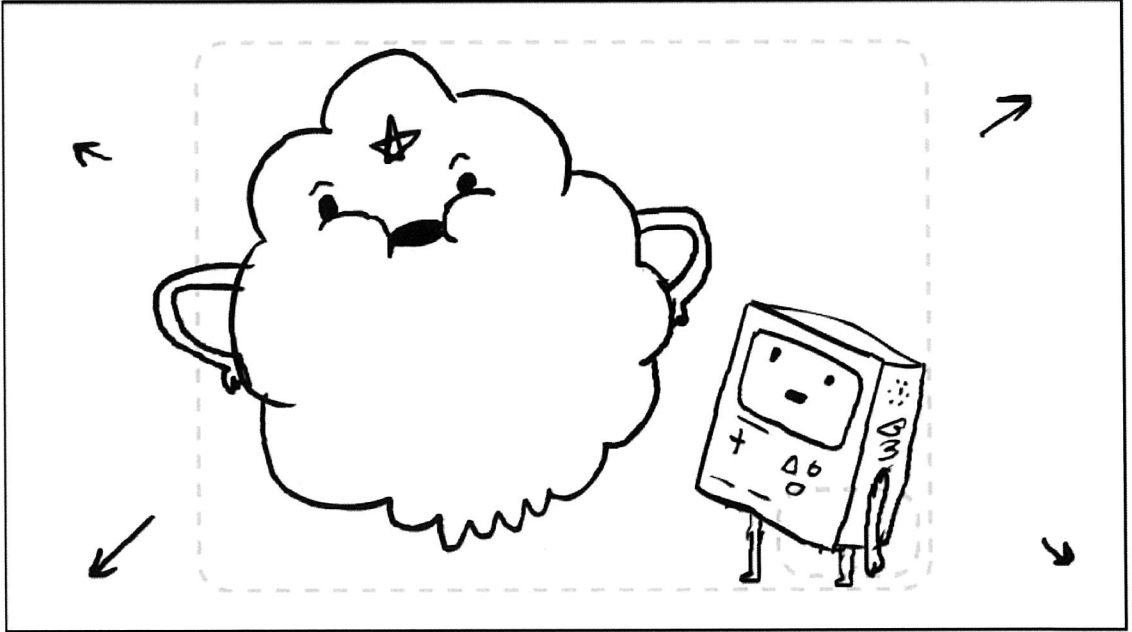
ADVENTURE TIME



Sc. 180 Pnl. A Bg. day night

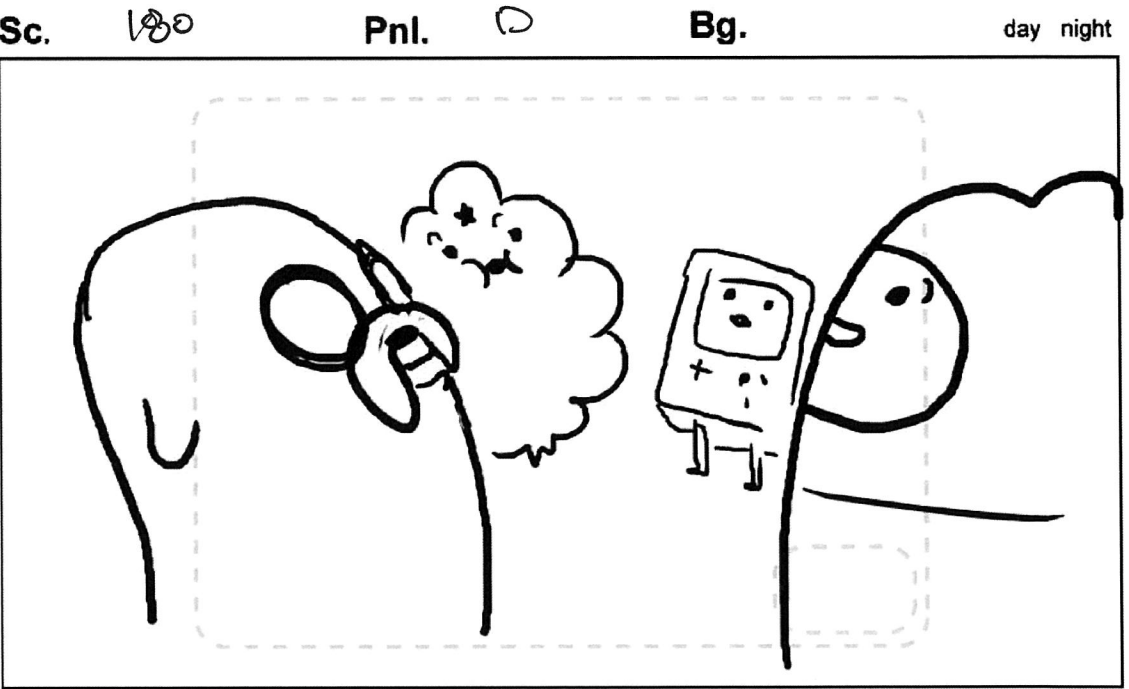
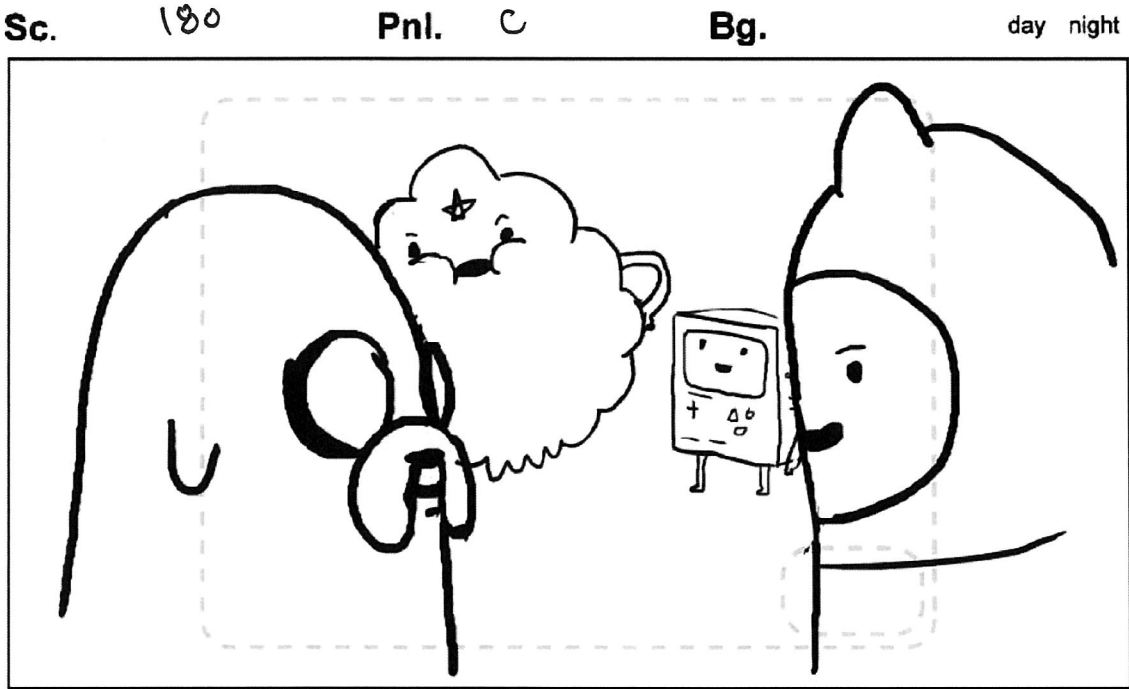


Sc. 180 Pnl. B Bg. day night



Dialog:	(BMO) I'M SORRY WE DOUBTED YOU, JAKE.	(LSP) DITTO.
Action:	CAM TRUCKS BACK	
Timing:		

ADVENTURE TIME



Dialog:	(F) PROUD OF YOU, MAN. SEX: BIRDS OVERHEAD
Action:	THEY LOOK UP
Timing:	

EPISODE # 1034-205
Production :

ADVENTURE TIME



Sc. 181 Pnl. A Bg. day night

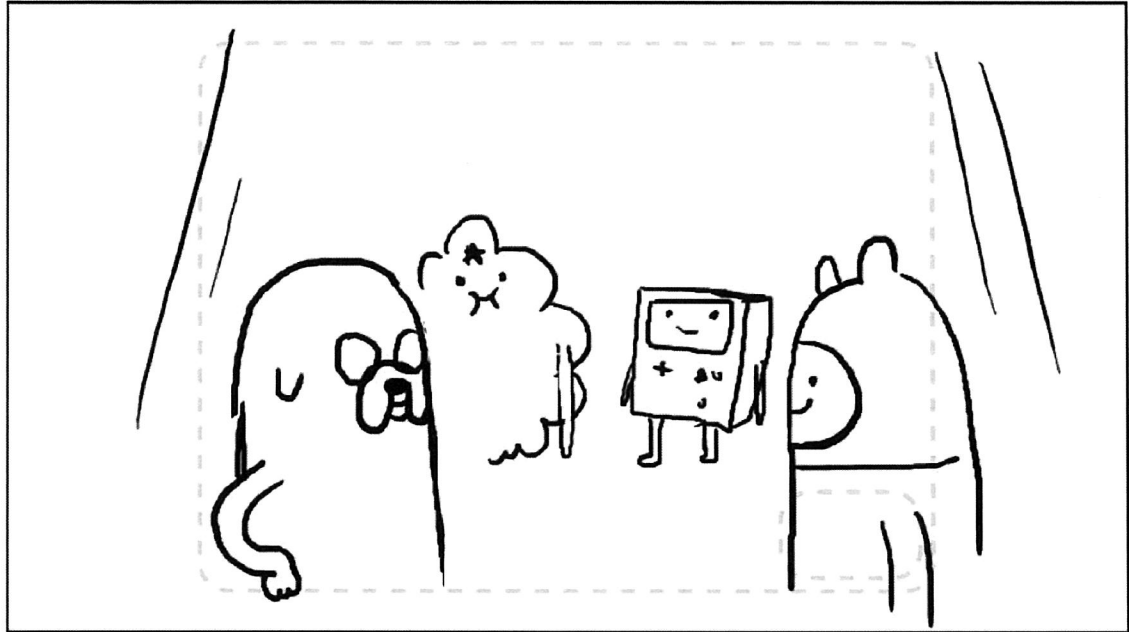
Sc. 182 Pnl. A Bg. day night

Dialog:	SFX: BIRDS
Action:	BIRDS FLY OVERHEAD
Timing:	

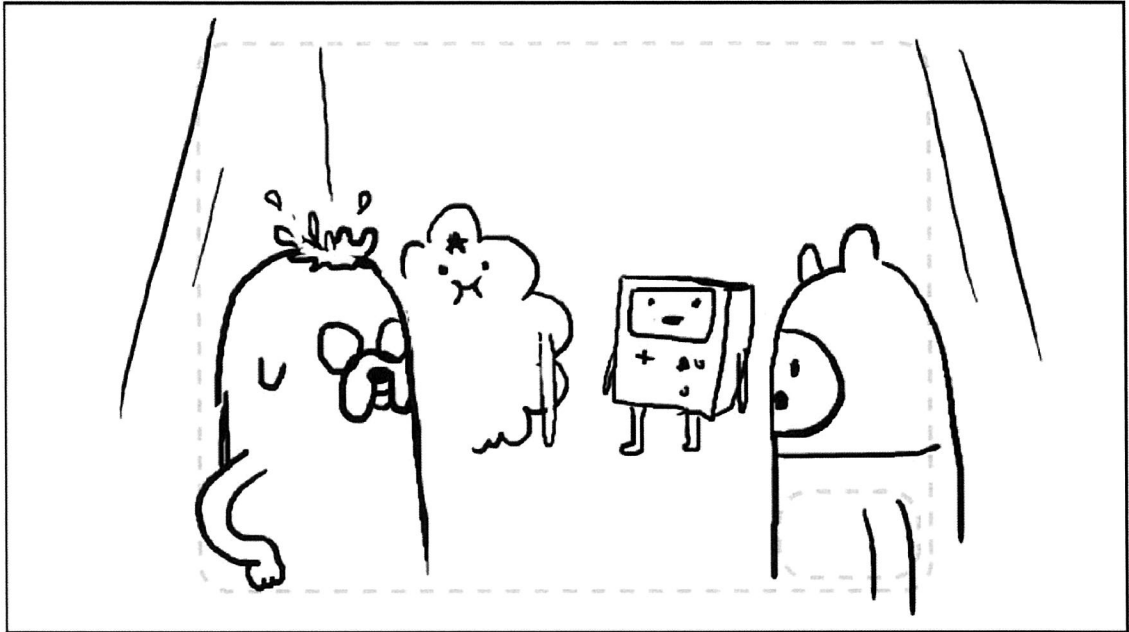
ADVENTURE TIME



Sc. 182 Pnl. B L Bg. day night



Sc. 182 Pnl. C Bg. day night



Dialog:	SFX: SQUISH!
Action:	BIRD POOP LANDS ON JAKE'S HEAD
Timing:	

ADVENTURE TIME



Sc. 182 Pnl. D Bg. day night

Sc. Pnl. Bg. day night

Dialog:
① Awwww!?
Action:
Timing:

EPISODE # 1034-205
Production :